

Unique solved — Nero

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1.

2207A

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76.

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1706A

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104.

1700A

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1167A

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1616A

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1623A

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193.

1622A

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194.

1620A

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1615A

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196.

1619B

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1619A

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198.

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1574A

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203.

1608A

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204.

1499A

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205.

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206.

1612A

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1614A

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208.

1611B

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210.

1607A

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211.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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212.

1598A

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213.

1594A

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214.

1579A

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215.

1566B

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[Nero's solution](#)

216.

1566A

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217.

1542A

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218.

1557A

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219.

1554A

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220.

1530B

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1530A

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222.

1534A

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223.

1515A

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224.

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225.

1491A

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226.

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227.

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228.

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229.

1466B

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230.

1466A

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231.

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232.

1462B

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234.

1438A

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235.

1445A

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236.

1461A

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237.

1454B

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238.

1454A

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239.

1447A

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[Nero's solution](#)

240.

1453A

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241.

1455A

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242.

1450A

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243.

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244.

1451A

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245.

1452C

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246.

1452A

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247.

1428A

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248.

1408A

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249.

1392B

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250.

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253.

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254.

1301A

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1303A

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256.

1296A

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1284A

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258.

1270A

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259.

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260.

1091A

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261.

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262.

1060A

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952A

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755A

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265.

750A

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[Nero's solution](#)

266.

630A

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267.

618A

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268.

467A

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269.

4A

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270.

581A

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271.

546A

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272.

509A

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273.

472A

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274.

448A

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275.

427A

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276.

411A

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277.

401A

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363A

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279.

339A

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280.

266A

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281.

330A

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282.

1896B

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283.

1872B

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284.

1860A

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285.

1837B

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286.

1806B

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287.

1777B

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288.

1775A2

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289.

1768B

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290.

1779B

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291.

1771A

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292.

1764B

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293.

1758B

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294.

1747B

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295.

1732B

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296.

1749B

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297.

1737A

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298.

1735B

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299.

1733B

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300.

1726A

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301.

1720A

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302.

1709B

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303.

1705B

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304.

1699B

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305.

1696B

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306.

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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307.

1689B

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308.

1679A

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[Nero's solution](#)

309.

1675B

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[Nero's solution](#)

310.

1665B

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311.

616A

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312.

622B

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313.

808A

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[Nero's solution](#)

314.

863A

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315.

893A

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316.

903A

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[Nero's solution](#)

317.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

318.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

319.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Nero's solution](#)

320.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Nero's solution](#)

321.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Nero's solution](#)

322.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

323.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

324.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

325.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nero's solution](#)

326.

1238A

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

Quality: 28,064 global accepts · Rating: 900 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

327.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 900 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

328.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

329.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

330.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,683 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[Nero's solution](#)

331.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,947 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

332.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,079 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Nero's solution](#)

333.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Nero's solution](#)

334.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

335.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Nero's solution](#)

336.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Nero's solution](#)

337.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,487 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Nero's solution](#)

338.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Nero's solution](#)

339.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

340.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

341.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Nero's solution](#)

342.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Nero's solution](#)

343.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Nero's solution](#)

344.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,457 global accepts · Rating: 900 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

345.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

346.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Nero's solution](#)

347.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

348.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

349.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

350.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · Haskell (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

351.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Nero's solution](#)

352.

1427A

[Avoiding Zero](#) · [Tutorial](#)

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

[Nero's solution](#)

353.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nero's solution](#)

354.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

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

[Nero's solution](#)

355.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nero's solution](#)

356.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nero's solution](#)

357.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Nero's solution](#)

358.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

359.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · Python 2 (first AC) · Tags: implementation, math

[Nero's solution](#)

360.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Nero's solution](#)

361.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

362.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-08-12 · last AC: 2015-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nero's solution](#)

363.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: math

[Nero's solution](#)

364.

580A

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

Quality: 104,695 global accepts · Rating: 900 · first AC: 2015-09-23 · Python 2 (first AC) · Tags: brute force, dp, implementation

[Nero's solution](#)

365.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Nero's solution](#)

366.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: implementation

[Nero's solution](#)

367.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,288 global accepts · Rating: 900 · first AC: 2015-01-22 · Python 2 (first AC) · Tags: implementation

[Nero's solution](#)

368.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,696 global accepts · Rating: 900 · first AC: 2014-10-06 · Java 7 (first AC) · Tags: implementation

[Nero's solution](#)

369.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,025 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

370.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,187 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

371.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Nero's solution](#)

372.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation

[Nero's solution](#)

373.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2014-01-30 · last AC: 2014-01-31 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

374.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

375.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Nero's solution](#)

376.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,913 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

377.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force, geometry

[Nero's solution](#)

378.

313A

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

Quality: 65,046 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory

[Nero's solution](#)

379.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Nero's solution](#)

380.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Nero's solution](#)

381.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

382.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

383.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Nero's solution](#)

384.

1986B

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

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Nero's solution](#)

385.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Nero's solution](#)

386.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

387.

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

388.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

389.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Nero's solution](#)

390.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

391.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

392.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

393.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Nero's solution](#)

394.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

395.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

396.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

397.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

398.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

399.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

400.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Nero's solution](#)

401.

1725B

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

Quality: 28,278 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nero's solution](#)

402.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

403.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,611 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

404.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nero's solution](#)

405.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

406.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

407.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Nero's solution](#)

408.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,040 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Nero's solution](#)

409.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,318 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Nero's solution](#)

410.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

411.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Nero's solution](#)

412.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Nero's solution](#)

413.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

414.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

415.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

416.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Nero's solution](#)

417.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

418.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

419.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

420.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Nero's solution](#)

421.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

422.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nero's solution](#)

423.

1027A

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

Quality: 18,805 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nero's solution](#)

424.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nero's solution](#)

425.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[Nero's solution](#)

426.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Nero's solution](#)

427.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nero's solution](#)

428.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nero's solution](#)

429.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nero's solution](#)

430.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,737 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Nero's solution](#)

431.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

432.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[Nero's solution](#)

433.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

434.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

435.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

436.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers

[Nero's solution](#)

437.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

438.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nero's solution](#)

439.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nero's solution](#)

440.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Nero's solution](#)

441.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

442.

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Nero's solution](#)

443.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

444.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Nero's solution](#)

445.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,852 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

446.

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Nero's solution](#)

447.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Nero's solution](#)

448.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

449.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Nero's solution](#)

450.

1620B

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

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Nero's solution](#)

451.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

452.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nero's solution](#)

453.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

454.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,034 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Nero's solution](#)

455.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

456.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Nero's solution](#)

457.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

458.

1579E1

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

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

459.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Nero's solution](#)

460.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Nero's solution](#)

461.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Nero's solution](#)

462.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nero's solution](#)

463.

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Nero's solution](#)

464.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Nero's solution](#)

465.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

466.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nero's solution](#)

467.

1438B

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

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-12-15 · Haskell (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nero's solution](#)

468.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Nero's solution](#)

469.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,270 global accepts · Rating: 1000 · first AC: 2013-12-30 · last AC: 2020-03-20 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

470.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Nero's solution](#)

471.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nero's solution](#)

472.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Nero's solution](#)

473.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

474.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

475.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nero's solution](#)

476.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

477.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Nero's solution](#)

478.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,613 global accepts · Rating: 1000 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[Nero's solution](#)

479.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,247 global accepts · Rating: 1000 · first AC: 2015-10-24 · Haskell (first AC) · Tags: math

[Nero's solution](#)

480.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

481.

500A

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

Quality: 62,702 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Nero's solution](#)

482.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-10-10 · Java 7 (first AC) · Tags: implementation

[Nero's solution](#)

483.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

484.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

485.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2014-04-09 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

486.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

487.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

488.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

489.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · last AC: 2013-11-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

490.

339B

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

Quality: 81,378 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

491.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[Nero's solution](#)

492.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

493.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[Nero's solution](#)

494.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-10-21 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Nero's solution](#)

495.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Nero's solution](#)

496.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,022 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

497.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

498.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

499.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nero's solution](#)

500.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nero's solution](#)

501.

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Nero's solution](#)

502.

1821B

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

Quality: 28,336 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

503.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,617 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

504.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

505.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

506.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nero's solution](#)

507.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

508.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,801 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

509.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

510.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

511.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,852 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Nero's solution](#)

512.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

513.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

514.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

515.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,208 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[Nero's solution](#)

516.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Nero's solution](#)

517.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[Nero's solution](#)

518.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Nero's solution](#)

519.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Nero's solution](#)

520.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[Nero's solution](#)

521.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings
[Nero's solution](#)

522.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Nero's solution](#)

523.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation
[Nero's solution](#)

524.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Nero's solution](#)

525.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Nero's solution](#)

526.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

527.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Nero's solution](#)

528.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nero's solution](#)

529.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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530.

825A

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531.

845A

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532.

884B

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533.

911A

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534.

938B

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535.

946B

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536.

1638B

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537.

1637B

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538.

985A

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Quality: 8,424 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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539.

1117A

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540.

1132A

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1633C

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542.

1202A

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543.

1221B

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544.

1288B

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545.

1288A

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546.

1327A

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547.

1334B

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548.

1626B

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549.

1342B

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550.

1625B

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1366A

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552.

1624C

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553.

1463A

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554.

1616B

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555.

1623B

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556.

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557.

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558.

1606B

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559.

1511B

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1511C

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561.

1574B

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1070K

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579.

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682A

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581.

675A

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630J

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584.

630C

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557A

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592B

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581B

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558A

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519B

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501B

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471A

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463B

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597.

427B

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382A

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599.

366A

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600.

363B

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601.

362B

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602.

7A

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218B

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604.

6B

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Quality: 14,827 global accepts · Rating: 1100 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: implementation

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605.

331C1

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[Nero's solution](#)

606.

313B

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607.

312A

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608.

2123D

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609.

2021B

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1987C

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611.

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612.

1909B

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1886B

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1874A

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1870B

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616.

1872D

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617.

1860B

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618.

1799B

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Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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619.

1792B

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620.

1763B

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Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

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621.

1747C

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Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

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622.

1736B

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Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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623.

1738B

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624.

1730C

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Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

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625.

1734C

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Quality: 28,636 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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626.

1720C

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Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

627.

1713C

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Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

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628.

1704C

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Quality: 24,798 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

629.

1703E

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630.

1692E

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631.

1681C

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Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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632.

1679B

[Stone Age Problem](#) · [Tutorial](#)

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633.

1671C

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634.

1656C

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635.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

636.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[Nero's solution](#)

637.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nero's solution](#)

638.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Nero's solution](#)

639.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[Nero's solution](#)

640.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Nero's solution](#)

641.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[Nero's solution](#)

642.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

643.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nero's solution](#)

644.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[Nero's solution](#)

645.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

646.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,347 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[Nero's solution](#)

647.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

648.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

649.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nero's solution](#)

650.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

651.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

652.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Nero's solution](#)

653.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nero's solution](#)

654.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nero's solution](#)

655.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

656.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

657.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

658.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[Nero's solution](#)

659.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

660.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

661.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Nero's solution](#)

662.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy
[Nero's solution](#)

663.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Nero's solution](#)

664.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[Nero's solution](#)

665.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nero's solution](#)

666.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,697 global accepts · Rating: 1200 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nero's solution](#)

667.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

668.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Nero's solution](#)

669.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[Nero's solution](#)

670.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[Nero's solution](#)

671.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[Nero's solution](#)

672.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Nero's solution](#)

673.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,815 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

674.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

675.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Nero's solution](#)

676.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

677.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Nero's solution](#)

678.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

679.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Nero's solution](#)

680.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Nero's solution](#)

681.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-11 · Haskell (first AC) · Tags: greedy, implementation

[Nero's solution](#)

682.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-09 · Haskell (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

683.

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
[Nero's solution](#)

684.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Nero's solution](#)

685.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

686.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Nero's solution](#)

687.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Nero's solution](#)

688.

1097B

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

Quality: 35,962 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[Nero's solution](#)

689.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Nero's solution](#)

690.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[Nero's solution](#)

691.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: implementation, trees
[Nero's solution](#)

692.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nero's solution](#)

693.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Nero's solution](#)

694.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[Nero's solution](#)

695.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

696.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Nero's solution](#)

697.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: math

[Nero's solution](#)

698.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nero's solution](#)

699.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

700.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Nero's solution](#)

701.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

702.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: implementation

[Nero's solution](#)

703.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,554 global accepts · Rating: 1200 · first AC: 2014-10-06 · Java 7 (first AC) · Tags: binary search, implementation

[Nero's solution](#)

704.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

705.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[Nero's solution](#)

706.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Nero's solution](#)

707.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

708.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[Nero's solution](#)

709.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings

[Nero's solution](#)

710.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2014-04-09 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

711.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2014-04-09 · GNU C++ (first AC) · Tags: brute force

[Nero's solution](#)

712.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Nero's solution](#)

713.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Nero's solution](#)

714.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[Nero's solution](#)

715.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-30 · last AC: 2014-01-31 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[Nero's solution](#)

716.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Nero's solution](#)

717.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

718.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Nero's solution](#)

719.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

720.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Nero's solution](#)

721.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Nero's solution](#)

722.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

723.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

724.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

725.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

726.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

727.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

728.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Nero's solution](#)

729.

1879C

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

Quality: 27,117 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Nero's solution](#)

730.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Nero's solution](#)

731.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

732.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Nero's solution](#)

733.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · Perl (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Nero's solution](#)

734.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Nero's solution](#)

735.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

736.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Nero's solution](#)

737.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

738.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

739.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nero's solution](#)

740.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

741.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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742.

1753A1

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743.

1746C

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744.

1736C1

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745.

1737B

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746.

1733C

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Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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747.

1726C

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748.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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749.

1703F

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750.

1698C

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751.

1693A

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Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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752.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
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753.

1676G

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754.

1676F

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Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
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755.

1675D

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Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: graphs, implementation, trees
[Nero's solution](#)

756.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Nero's solution](#)

757.

1661B

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Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and

similar, dp, graphs, greedy, shortest paths

[Nero's solution](#)

758.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nero's solution](#)

759.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

760.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nero's solution](#)

761.

628C

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

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nero's solution](#)

762.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

763.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nero's solution](#)

764.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

765.

808B

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Quality: 14,877 global accepts · Rating: 1300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Nero's solution](#)

766.

893C

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Quality: 28,273 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Nero's solution](#)

767.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

768.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nero's solution](#)

769.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Nero's solution](#)

770.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

771.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

772.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

773.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

774.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

775.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

776.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

777.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[Nero's solution](#)

778.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

779.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Nero's solution](#)

780.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

781.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, strings

[Nero's solution](#)

782.

1194C

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Quality: 14,599 global accepts · Rating: 1300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

783.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

784.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

785.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

786.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Nero's solution](#)

787.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nero's solution](#)

788.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Nero's solution](#)

789.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

790.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

791.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Nero's solution](#)

792.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Nero's solution](#)

793.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Nero's solution](#)

794.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

795.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

796.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

797.

1607D

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Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nero's solution](#)

798.

1603A

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Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

799.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Nero's solution](#)

800.

1594E1

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Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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801.

1555C

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Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

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802.

1555B

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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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803.

1534C

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Quality: 13,816 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

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804.

1470A

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Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

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805.

1466C

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Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

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806.

1454D

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Quality: 22,154 global accepts · Rating: 1300 · first AC: 2020-12-11 · Haskell (first AC) · Tags: constructive algorithms, math, number theory

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807.

1446A

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Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

808.

1381A1

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Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Nero's solution](#)

809.

1365B

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Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

810.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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811.

1360D

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Quality: 43,012 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nero's solution](#)

812.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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813.

1070D

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Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nero's solution](#)

814.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Nero's solution](#)

815.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

816.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Nero's solution](#)

817.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Nero's solution](#)

818.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Nero's solution](#)

819.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-08 · Python 2 (first AC) · Tags: geometry, implementation

[Nero's solution](#)

820.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nero's solution](#)

821.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

822.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Nero's solution](#)

823.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Nero's solution](#)

824.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[Nero's solution](#)

825.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Nero's solution](#)

826.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,174 global accepts · Rating: 1300 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Nero's solution](#)

827.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Nero's solution](#)

828.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Nero's solution](#)

829.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Nero's solution](#)

830.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

831.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

832.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nero's solution](#)

833.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[Nero's solution](#)

834.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

835.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[Nero's solution](#)

836.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: implementation

[Nero's solution](#)

837.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

838.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: implementation, sortings

[Nero's solution](#)

839.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,497 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[Nero's solution](#)

840.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[Nero's solution](#)

841.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Nero's solution](#)

842.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2014-01-30 · last AC: 2014-01-30 · Python 2 (first AC) · Tags: greedy, implementation

[Nero's solution](#)

843.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

844.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: dp, implementation

[Nero's solution](#)

845.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,885 global accepts · Rating: 1300 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: brute force, dp

[Nero's solution](#)

846.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: games, greedy

[Nero's solution](#)

847.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

848.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

849.

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms

[Nero's solution](#)

850.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: math, probabilities

[Nero's solution](#)

851.

2162D

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

Quality: 12,364 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

852.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,545 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Nero's solution](#)

853.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Nero's solution](#)

854.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nero's solution](#)

855.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Nero's solution](#)

856.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Nero's solution](#)

857.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,587 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

858.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Nero's solution](#)

859.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Nero's solution](#)

860.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nero's solution](#)

861.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nero's solution](#)

862.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

863.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nero's solution](#)

864.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,564 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[Nero's solution](#)

865.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nero's solution](#)

866.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Nero's solution](#)

867.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nero's solution](#)

868.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

869.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[Nero's solution](#)

870.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,335 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[Nero's solution](#)

871.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nero's solution](#)

872.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[Nero's solution](#)

873.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Nero's solution](#)

874.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nero's solution](#)

875.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Nero's solution](#)

876.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

877.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Nero's solution](#)

878.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Nero's solution](#)

879.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Nero's solution](#)

880.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

881.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

882.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Nero's solution](#)

883.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1400 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

884.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Nero's solution](#)

885.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

886.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nero's solution](#)

887.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nero's solution](#)

888.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,411 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Nero's solution](#)

889.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Nero's solution](#)

890.

1691C

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

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Nero's solution](#)

891.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nero's solution](#)

892.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Nero's solution](#)

893.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

894.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nero's solution](#)

895.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Nero's solution](#)

896.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Nero's solution](#)

897.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math

[Nero's solution](#)

898.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nero's solution](#)

899.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

900.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nero's solution](#)

901.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Nero's solution](#)

902.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Nero's solution](#)

903.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Nero's solution](#)

904.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,800 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

905.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,518 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nero's solution](#)

906.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

907.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

908.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nero's solution](#)

909.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Nero's solution](#)

910.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nero's solution](#)

911.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Nero's solution](#)

912.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

913.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Nero's solution](#)

914.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Nero's solution](#)

915.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

916.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[Nero's solution](#)

917.

1167C

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

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Nero's solution](#)

918.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, interactive, math
[Nero's solution](#)

919.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nero's solution](#)

920.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Nero's solution](#)

921.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[Nero's solution](#)

922.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Nero's solution](#)

923.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[Nero's solution](#)

924.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Nero's solution](#)

925.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Nero's solution](#)

926.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Nero's solution](#)

927.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

928.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nero's solution](#)

929.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Nero's solution](#)

930.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Nero's solution](#)

931.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Nero's solution](#)

932.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Nero's solution](#)

933.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Nero's solution](#)

934.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Nero's solution](#)

935.

1579D

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

Quality: 18,424 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nero's solution](#)

936.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Nero's solution](#)

937.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Nero's solution](#)

938.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nero's solution](#)

939.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Nero's solution](#)

940.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Nero's solution](#)

941.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

942.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · Haskell (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

943.

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[Nero's solution](#)

944.

1453B

[Suffix Operations](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-10 · last AC: 2020-12-10 · Haskell (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

945.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Nero's solution](#)

946.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Nero's solution](#)

947.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Nero's solution](#)

948.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

949.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

950.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nero's solution](#)

951.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Nero's solution](#)

952.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nero's solution](#)

953.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Nero's solution](#)

954.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Nero's solution](#)

955.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,596 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

956.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

957.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

958.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nero's solution](#)

959.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Nero's solution](#)

960.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[Nero's solution](#)

961.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

962.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: data structures, implementation

[Nero's solution](#)

963.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,950 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

964.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Nero's solution](#)

965.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Nero's solution](#)

966.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · Java 7 (first AC) · Tags: brute force, constructive algorithms, math

[Nero's solution](#)

967.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

968.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Nero's solution](#)

969.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[Nero's solution](#)

970.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Nero's solution](#)

971.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[Nero's solution](#)

972.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nero's solution](#)

973.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Nero's solution](#)

974.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Nero's solution](#)

975.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings
[Nero's solution](#)

976.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math
[Nero's solution](#)

977.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-01-23 · Python 2 (first AC) · Tags: geometry, math
[Nero's solution](#)

978.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation
[Nero's solution](#)

979.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings
[Nero's solution](#)

980.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-10-10 · Java 7 (first AC) · Tags: greedy, implementation
[Nero's solution](#)

981.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: greedy, math
[Nero's solution](#)

982.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Nero's solution](#)

983.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: greedy
[Nero's solution](#)

984.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings
[Nero's solution](#)

985.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math
[Nero's solution](#)

986.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Nero's solution](#)

987.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

988.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Nero's solution](#)

989.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[Nero's solution](#)

990.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,187 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Nero's solution](#)

991.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2014-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

992.

401C

[Team](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1400 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

993.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · last AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Nero's solution](#)

994.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[Nero's solution](#)

995.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Nero's solution](#)

996.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: math

[Nero's solution](#)

997.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Nero's solution](#)

998.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-11-02 · last AC: 2013-11-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Nero's solution](#)

999.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

1000.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Nero's solution](#)

1001.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

1002.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-08-16 · last AC: 2013-08-16 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[Nero's solution](#)

1003.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Nero's solution](#)

1004.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: math, number theory

[Nero's solution](#)

1005.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1006.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: sortings

[Nero's solution](#)

1007.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1008.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: brute force

[Nero's solution](#)

1009.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nero's solution](#)

1010.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

1011.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Nero's solution](#)

1012.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

1013.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,380 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Nero's solution](#)

1014.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

1015.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Nero's solution](#)

1016.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

1017.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[Nero's solution](#)

1018.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nero's solution](#)

1019.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Nero's solution](#)

1020.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1021.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Nero's solution](#)

1022.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

1023.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

1024.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Nero's solution](#)

1025.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Nero's solution](#)

1026.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

1027.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Nero's solution](#)

1028.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Nero's solution](#)

1029.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Nero's solution](#)

1030.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Nero's solution](#)

1031.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Nero's solution](#)

1032.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1033.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Nero's solution](#)

1034.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Nero's solution](#)

1035.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: dsu, greedy, strings

[Nero's solution](#)

1036.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Nero's solution](#)

1037.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

1038.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

1039.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,894 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Nero's solution](#)

1040.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Nero's solution](#)

1041.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

1042.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[Nero's solution](#)

1043.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[Nero's solution](#)

1044.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1045.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,737 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

1046.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1047.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Nero's solution](#)

1048.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nero's solution](#)

1049.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math

[Nero's solution](#)

1050.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

1051.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

1052.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1053.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

1054.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Nero's solution](#)

1055.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,036 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Nero's solution](#)

1056.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1057.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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1058.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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1059.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

1060.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

1061.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

1062.

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Nero's solution](#)

1063.

1418C

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Quality: 28,140 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Nero's solution](#)

1064.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Nero's solution](#)

1065.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nero's solution](#)

1066.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Nero's solution](#)

1067.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Nero's solution](#)

1068.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1069.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Nero's solution](#)

1070.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[Nero's solution](#)

1071.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[Nero's solution](#)

1072.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[Nero's solution](#)

1073.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Nero's solution](#)

1074.

1542B

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

Quality: 26,539 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Nero's solution](#)

1075.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[Nero's solution](#)

1076.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[Nero's solution](#)

1077.

1490F

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

Quality: 18,383 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Nero's solution](#)

1078.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[Nero's solution](#)

1079.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · Haskell (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Nero's solution](#)

1080.

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

[Nero's solution](#)

1081.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

1082.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Nero's solution](#)

1083.

1416A

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

Quality: 16,723 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Nero's solution](#)

1084.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nero's solution](#)

1085.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Nero's solution](#)

1086.

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

[Nero's solution](#)

1087.

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

[Nero's solution](#)

1088.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[Nero's solution](#)

1089.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[Nero's solution](#)

1090.

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
[Nero's solution](#)

1091.

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
[Nero's solution](#)

1092.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[Nero's solution](#)

1093.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Nero's solution](#)

1094.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Nero's solution](#)

1095.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Nero's solution](#)

1096.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Nero's solution](#)

1097.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Nero's solution](#)

1098.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Nero's solution](#)

1099.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Nero's solution](#)

1100.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Nero's solution](#)

1101.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nero's solution](#)

1102.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Nero's solution](#)

1103.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

1104.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Nero's solution](#)

1105.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Nero's solution](#)

1106.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

1107.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

1108.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2016-05-25 · Java 7 (first AC) · Tags: binary search, dp, strings, two pointers

[Nero's solution](#)

1109.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

1110.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-19 · Java 7 (first AC) · Tags: math, number theory

[Nero's solution](#)

1111.

611C

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

Quality: 9,036 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Nero's solution](#)

1112.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Nero's solution](#)

1113.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: combinatorics

[Nero's solution](#)

1114.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,467 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

1115.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Nero's solution](#)

1116.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Nero's solution](#)

1117.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Nero's solution](#)

1118.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

1119.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[Nero's solution](#)

1120.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[Nero's solution](#)

1121.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Nero's solution](#)

1122.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[Nero's solution](#)

1123.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Nero's solution](#)

1124.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-10-10 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Nero's solution](#)

1125.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1126.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Nero's solution](#)

1127.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,983 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

1128.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

1129.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[Nero's solution](#)

1130.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-04-16 · last AC: 2014-04-16 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

1131.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Nero's solution](#)

1132.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-03 · Python 2 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Nero's solution](#)

1133.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[Nero's solution](#)

1134.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

1135.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation, math

[Nero's solution](#)

1136.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: dp, number theory

[Nero's solution](#)

1137.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: combinatorics, greedy

[Nero's solution](#)

1138.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Nero's solution](#)

1139.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, strings

[Nero's solution](#)

1140.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-10-15 · last AC: 2013-11-18 · GNU C++ (first AC) · Tags: data structures, dsu

[Nero's solution](#)

1141.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math

[Nero's solution](#)

1142.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

1143.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · GNU C++ (first AC) · Tags: graphs

[Nero's solution](#)

1144.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

1145.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

1146.

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, implementation

[Nero's solution](#)

1147.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[Nero's solution](#)

1148.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: dp, math, matrices

[Nero's solution](#)

1149.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · last AC: 2013-07-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[Nero's solution](#)

1150.

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths

[Nero's solution](#)

1151.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[Nero's solution](#)

1152.

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[Nero's solution](#)

1153.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Nero's solution](#)

1154.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Nero's solution](#)

1155.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Nero's solution](#)

1156.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[Nero's solution](#)

1157.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Nero's solution](#)

1158.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Nero's solution](#)

1159.

1886C

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Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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1160.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · Perl (first AC) · Tags: constructive algorithms, data structures, greedy

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1161.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nero's solution](#)

1162.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1163.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Nero's solution](#)

1164.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

1165.

1795D

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Quality: 13,075 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1166.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Nero's solution](#)

1167.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

1168.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Nero's solution](#)

1169.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Nero's solution](#)

1170.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

1171.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Nero's solution](#)

1172.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

1173.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · last AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

1174.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nero's solution](#)

1175.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

1176.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Nero's solution](#)

1177.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Nero's solution](#)

1178.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Nero's solution](#)

1179.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Nero's solution](#)

1180.

1698D

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

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nero's solution](#)

1181.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

1182.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

1183.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[Nero's solution](#)

1184.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[Nero's solution](#)

1185.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Nero's solution](#)

1186.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[Nero's solution](#)

1187.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Nero's solution](#)

1188.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
[Nero's solution](#)

1189.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Nero's solution](#)

1190.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[Nero's solution](#)

1191.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[Nero's solution](#)

1192.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers
[Nero's solution](#)

1193.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Nero's solution](#)

1194.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nero's solution](#)

1195.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1196.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

1197.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math

[Nero's solution](#)

1198.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1199.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

1200.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1201.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1202.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

1203.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Nero's solution](#)

1204.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

1205.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Nero's solution](#)

1206.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[Nero's solution](#)

1207.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nero's solution](#)

1208.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[Nero's solution](#)

1209.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[Nero's solution](#)

1210.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nero's solution](#)

1211.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Nero's solution](#)

1212.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Nero's solution](#)

1213.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry
[Nero's solution](#)

1214.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings
[Nero's solution](#)

1215.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Nero's solution](#)

1216.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Nero's solution](#)**1217.**

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Nero's solution](#)**1218.**

1175B

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Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[Nero's solution](#)**1219.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)**1220.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)**1221.**

1251C

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

Quality: 14,337 global accepts · Rating: 1600 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Nero's solution](#)**1222.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)**1223.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Nero's solution](#)**1224.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)**1225.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nero's solution](#)

1226.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

1227.

1373D

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

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Nero's solution](#)

1228.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nero's solution](#)

1229.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,625 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Nero's solution](#)

1230.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Nero's solution](#)

1231.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Nero's solution](#)

1232.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

1233.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Nero's solution](#)

1234.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Nero's solution](#)

1235.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Nero's solution](#)

1236.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

1237.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Nero's solution](#)

1238.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

1239.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1240.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

1241.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Nero's solution](#)

1242.

1555D

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

Quality: 15,470 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Nero's solution](#)

1243.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Nero's solution](#)

1244.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Nero's solution](#)

1245.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1246.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Nero's solution](#)

1247.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1248.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nero's solution](#)

1249.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-09 · last AC: 2020-12-09 · Haskell (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

1250.

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

[Nero's solution](#)

1251.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nero's solution](#)

1252.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Nero's solution](#)

1253.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Nero's solution](#)

1254.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

1255.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1256.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Nero's solution](#)

1257.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nero's solution](#)

1258.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

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1259.

1060C

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1260.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1261.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

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1262.

993A

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1263.

966A

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1264.

956B

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Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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1265.

930B

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1266.

913C

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1267.

878A

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1268.

860B

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Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

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1269.

830B

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1270.

763A

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1271.

759B

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Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Nero's solution](#)

1272.

750C

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Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math

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1273.

741B

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Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

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1274.

741A

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Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

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1275.

736B

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1276.

736A

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Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Nero's solution](#)

1277.

725C

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Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, strings

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1278.

722C

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Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Nero's solution](#)

1279.

715A

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1280.

704A

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1281.

689B

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Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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1282.

682C

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Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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1283.

674B

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[Nero's solution](#)

1284.

657A

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1285.

630G

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1286.

618C

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1287.

607A

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605A

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603A

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600A

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601A

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[Nero's solution](#)

1292.

593B

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1293.

573B

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570C

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568A

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[Nero's solution](#)

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559A

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[Nero's solution](#)

1297.

538C

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1298.

518C

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1299.

518A

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1300.

512A

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Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings
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1301.

500C

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1302.

500B

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Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
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1303.

493C

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Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
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477A

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1305.

453A

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1306.

446A

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1307.

444A

[DZY Loves Physics](#) · [Tutorial](#)

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1313.

407B

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383A

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1319.

380A

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377A

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372A

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373B

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350C

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1328.

154A

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11B

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165C

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337C

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7B

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334C

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1336.

315C

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2123F

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2039D

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1903D1

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1986E

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1342.

1970C2

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1916D

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1348.

1868B1

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1810D

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1783C

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1357.

1779D

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1358.

1770C

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1361.

1765D

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1743D

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1363.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Nero's solution](#)

1364.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Nero's solution](#)

1365.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Nero's solution](#)

1366.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Nero's solution](#)

1367.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Nero's solution](#)

1368.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Nero's solution](#)

1369.

1700C

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

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nero's solution](#)

1370.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[Nero's solution](#)

1371.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

1372.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Nero's solution](#)

1373.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Nero's solution](#)

1374.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Nero's solution](#)

1375.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Nero's solution](#)

1376.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

1377.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Nero's solution](#)

1378.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Nero's solution](#)

1379.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Nero's solution](#)

1380.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Nero's solution](#)

1381.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Nero's solution](#)

1382.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

1383.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

1384.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[Nero's solution](#)

1385.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

1386.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[Nero's solution](#)

1387.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Nero's solution](#)

1388.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

1389.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

1390.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Nero's solution](#)

1391.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

1392.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[Nero's solution](#)

1393.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1394.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nero's solution](#)

1395.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Nero's solution](#)

1396.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Nero's solution](#)

1397.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Nero's solution](#)

1398.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

1399.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

1400.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Nero's solution](#)

1401.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

1402.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Nero's solution](#)

1403.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Nero's solution](#)

1404.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, shortest paths

[Nero's solution](#)

1405.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[Nero's solution](#)

1406.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Nero's solution](#)

1407.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Nero's solution](#)

1408.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

1409.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Nero's solution](#)

1410.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[Nero's solution](#)

1411.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[Nero's solution](#)

1412.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1413.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Nero's solution](#)

1414.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

1415.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

1416.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

1417.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nero's solution](#)

1418.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Nero's solution](#)

1419.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Nero's solution](#)

1420.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Nero's solution](#)

1421.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Nero's solution](#)

1422.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

1423.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Nero's solution](#)

1424.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Nero's solution](#)

1425.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Nero's solution](#)

1426.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Nero's solution](#)

1427.

1594D

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

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Nero's solution](#)

1428.

1578H

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

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

[Nero's solution](#)

1429.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Nero's solution](#)

1430.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

1431.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Nero's solution](#)

1432.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Nero's solution](#)

1433.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[Nero's solution](#)

1434.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings
[Nero's solution](#)

1435.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[Nero's solution](#)

1436.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[Nero's solution](#)

1437.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Nero's solution](#)

1438.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[Nero's solution](#)

1439.

1479A

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

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

1440.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[Nero's solution](#)

1441.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,969 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
[Nero's solution](#)

1442.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Nero's solution](#)

1443.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Nero's solution](#)

1444.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Nero's solution](#)

1445.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[Nero's solution](#)

1446.

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

[Nero's solution](#)

1447.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · last AC: 2020-12-16 · Haskell (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Nero's solution](#)

1448.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Nero's solution](#)

1449.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Nero's solution](#)

1450.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Nero's solution](#)

1451.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nero's solution](#)

1452.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Nero's solution](#)

1453.

1381A2

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

Quality: 14,326 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

[Nero's solution](#)

1454.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Nero's solution](#)

1455.

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

[Nero's solution](#)

1456.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nero's solution](#)

1457.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

1458.

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

[Nero's solution](#)

1459.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Nero's solution](#)

1460.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

1461.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

1462.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

1463.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nero's solution](#)

1464.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Nero's solution](#)

1465.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Nero's solution](#)

1466.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Nero's solution](#)

1467.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Nero's solution](#)

1468.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Nero's solution](#)

1469.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Nero's solution](#)

1470.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · Python 2 (first AC) · Tags: *special

[Nero's solution](#)

1471.

759A

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Nero's solution](#)

1472.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1473.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Nero's solution](#)

1474.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Nero's solution](#)

1475.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Nero's solution](#)

1476.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Nero's solution](#)

1477.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Nero's solution](#)

1478.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[Nero's solution](#)

1479.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 7 (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1480.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2014-09-12 · last AC: 2016-01-02 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Nero's solution](#)

1481.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Nero's solution](#)

1482.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nero's solution](#)

1483.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Nero's solution](#)

1484.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

1485.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Nero's solution](#)

1486.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Nero's solution](#)

1487.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Nero's solution](#)

1488.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Nero's solution](#)

1489.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Nero's solution](#)

1490.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-07 · last AC: 2015-09-07 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

1491.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Nero's solution](#)

1492.

567C

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

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

1493.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Nero's solution](#)

1494.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number

theory

[Nero's solution](#)

1495.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[Nero's solution](#)

1496.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

1497.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[Nero's solution](#)

1498.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[Nero's solution](#)

1499.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[Nero's solution](#)

1500.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-24 · last AC: 2014-11-24 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Nero's solution](#)

1501.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

1502.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Nero's solution](#)

1503.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · Java 7 (first AC) · Tags: dp

[Nero's solution](#)

1504.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · Java 7 (first AC) · Tags: binary search, brute force, greedy, math

[Nero's solution](#)

1505.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation

[Nero's solution](#)

1506.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[Nero's solution](#)

1507.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Nero's solution](#)

1508.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · last AC: 2014-08-11 · GNU C++ (first AC) · Tags: math

[Nero's solution](#)

1509.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[Nero's solution](#)

1510.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-29 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Nero's solution](#)

1511.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[Nero's solution](#)

1512.

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, math

[Nero's solution](#)

1513.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[Nero's solution](#)

1514.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

1515.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[Nero's solution](#)

1516.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-04-09 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

1517.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2014-04-03 · Python 2 (first AC) · Tags: geometry, math

[Nero's solution](#)

1518.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-03 · Python 2 (first AC) · Tags: *special

[Nero's solution](#)

1519.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Nero's solution](#)

1520.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1521.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

1522.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2014-01-31 · last AC: 2014-01-31 · GNU C++ (first AC) · Tags: greedy, implementation

[Nero's solution](#)

1523.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-25 · last AC: 2014-01-25 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Nero's solution](#)

1524.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[Nero's solution](#)

1525.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Nero's solution](#)

1526.

339D

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

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[Nero's solution](#)

1527.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: dp, sortings

[Nero's solution](#)

1528.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

1529.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1700 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

1530.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Nero's solution](#)

1531.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2013-08-19 · last AC: 2013-08-19 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Nero's solution](#)

1532.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

1533.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Nero's solution](#)

1534.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Nero's solution](#)

1535.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nero's solution](#)

1536.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Nero's solution](#)

1537.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Nero's solution](#)

1538.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-25 · Perl (first AC) · Tags: binary search, bitmasks, brute force, dp

[Nero's solution](#)

1539.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

1540.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Nero's solution](#)

1541.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Nero's solution](#)

1542.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Nero's solution](#)

1543.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Nero's solution](#)

1544.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Nero's solution](#)

1545.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1546.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nero's solution](#)

1547.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Nero's solution](#)

1548.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Nero's solution](#)

1549.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nero's solution](#)

1550.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Nero's solution](#)

1551.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,367 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

1552.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Nero's solution](#)

1553.

1732C1

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

Quality: 7,576 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Nero's solution](#)

1554.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Nero's solution](#)

1555.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Nero's solution](#)

1556.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

1557.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Nero's solution](#)

1558.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Nero's solution](#)

1559.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Nero's solution](#)

1560.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

1561.

1713D

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

Quality: 6,230 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Nero's solution](#)

1562.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Nero's solution](#)

1563.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Nero's solution](#)

1564.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Nero's solution](#)

1565.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[Nero's solution](#)

1566.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

1567.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

1568.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nero's solution](#)

1569.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[Nero's solution](#)

1570.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nero's solution](#)

1571.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Nero's solution](#)

1572.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Nero's solution](#)

1573.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

1574.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

1575.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[Nero's solution](#)

1576.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Nero's solution](#)

1577.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

1578.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Nero's solution](#)

1579.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Nero's solution](#)

1580.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

1581.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Nero's solution](#)

1582.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Nero's solution](#)

1583.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

1584.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

1585.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

1586.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Nero's solution](#)

1587.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

[Nero's solution](#)

1588.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[Nero's solution](#)

1589.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[Nero's solution](#)

1590.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[Nero's solution](#)

1591.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nero's solution](#)

1592.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, number theory
[Nero's solution](#)

1593.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[Nero's solution](#)

1594.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Nero's solution](#)

1595.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Nero's solution](#)

1596.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[Nero's solution](#)

1597.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nero's solution](#)

1598.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nero's solution](#)

1599.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

1600.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Nero's solution](#)

1601.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

1602.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Nero's solution](#)

1603.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Nero's solution](#)

1604.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Nero's solution](#)

1605.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Nero's solution](#)

1606.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Nero's solution](#)

1607.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Nero's solution](#)

1608.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Nero's solution](#)

1609.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[Nero's solution](#)

1610.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[Nero's solution](#)

1611.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[Nero's solution](#)

1612.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[Nero's solution](#)

1613.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Nero's solution](#)

1614.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[Nero's solution](#)

1615.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees
[Nero's solution](#)

1616.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[Nero's solution](#)

1617.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[Nero's solution](#)

1618.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math
[Nero's solution](#)

1619.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Nero's solution](#)

1620.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

1621.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-12-31 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[Nero's solution](#)

1622.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Nero's solution](#)

1623.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Nero's solution](#)

1624.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Nero's solution](#)

1625.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Nero's solution](#)

1626.

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

[Nero's solution](#)

1627.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

1628.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,939 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Nero's solution](#)

1629.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Nero's solution](#)

1630.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nero's solution](#)

1631.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nero's solution](#)

1632.

1290B

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

Quality: 7,160 global accepts · Rating: 1800 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Nero's solution](#)

1633.

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

[Nero's solution](#)

1634.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Nero's solution](#)

1635.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

1636.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Nero's solution](#)

1637.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nero's solution](#)

1638.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Nero's solution](#)

1639.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

1640.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Nero's solution](#)

1641.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Nero's solution](#)

1642.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Nero's solution](#)

1643.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Nero's solution](#)

1644.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Nero's solution](#)

1645.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, implementation

[Nero's solution](#)

1646.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

1647.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Nero's solution](#)

1648.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Nero's solution](#)

1649.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Nero's solution](#)

1650.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · Java 7 (first AC) · Tags: data structures, trees

[Nero's solution](#)

1651.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Nero's solution](#)

1652.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Nero's solution](#)

1653.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Nero's solution](#)

1654.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Nero's solution](#)

1655.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Nero's solution](#)

1656.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

1657.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1658.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,876 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

1659.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

1660.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2015-06-15 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

1661.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

1662.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Nero's solution](#)

1663.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Nero's solution](#)

1664.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Nero's solution](#)

1665.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[Nero's solution](#)

1666.

487A

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1667.

482B

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1668.

471D

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1669.

459D

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1670.

448D

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1671.

442B

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1672.

436C

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1673.

434A

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1674.

420B

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1675.

221D

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1676.

174C

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1677.

66C

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1678.

140C

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1679.

404C

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1680.

403B

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1681.

358D

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1682.

238B

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1683.

363D

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[Nero's solution](#)

1684.

351A

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1685.

245H

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1686.

161D

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[Nero's solution](#)

1687.

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[Nero's solution](#)

1688.

46D

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[Nero's solution](#)

1689.

2121G

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[Nero's solution](#)

1690.

2137F

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Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Nero's solution](#)

1691.

2149F

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Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Nero's solution](#)

1692.

2106F

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Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Nero's solution](#)

1693.

2077B

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Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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1694.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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1695.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Nero's solution](#)

1696.

2013D

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-24 · last AC: 2024-09-24 · Rust 2021 (first AC) · Tags: binary search, greedy

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1697.

1986F

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[Nero's solution](#)

1698.

1970G1

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Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Nero's solution](#)

1699.

1970C3

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[Nero's solution](#)

1700.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

1701.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Nero's solution](#)

1702.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Nero's solution](#)

1703.

1882D

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Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Nero's solution](#)

1704.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Nero's solution](#)

1705.

1854A2

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Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1706.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nero's solution](#)

1707.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

1708.

1821D

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Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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1709.

1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Nero's solution](#)

1710.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Nero's solution](#)

1711.

1794D

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[Nero's solution](#)

1712.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1713.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Nero's solution](#)

1714.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Nero's solution](#)

1715.

1777D

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Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Nero's solution](#)

1716.

1774E

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[Nero's solution](#)

1717.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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1718.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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1719.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Nero's solution](#)

1720.

1749D

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[Nero's solution](#)

1721.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Nero's solution](#)

1722.

1738D

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1723.

1739D

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1724.

1717D

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1725.

1715D

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1726.

1718A2

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1727.

1673D

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1728.

1704D

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1729.

1707B

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Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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1730.

1702G1

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Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

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1731.

1701D

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1732.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1733.

1700D

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1734.

1697D

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1735.

1689D

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1736.

1679D

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1737.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1738.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1739.

1656D

[K-good](#) · [Tutorial](#)

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1740.

1647D

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1741.

1651D

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1742.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

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1743.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry

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1744.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: matrices

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1745.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

1746.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Nero's solution](#)

1747.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, trees

[Nero's solution](#)

1748.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

1749.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1750.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Nero's solution](#)

1751.

817D

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Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Nero's solution](#)

1752.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Nero's solution](#)

1753.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Nero's solution](#)

1754.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nero's solution](#)

1755.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Nero's solution](#)

1756.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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1757.

1000D

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Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

1758.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

1759.

1076E

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Quality: 4,153 global accepts · Rating: 1900 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

1760.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Nero's solution](#)

1761.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Nero's solution](#)

1762.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

1763.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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1764.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Nero's solution](#)

1765.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math

[Nero's solution](#)

1766.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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1767.

1260D

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1768.

1342D

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1769.

1354D

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Quality: 10,172 global accepts · Rating: 1900 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

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1770.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Nero's solution](#)

1771.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Nero's solution](#)

1772.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Nero's solution](#)

1773.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Nero's solution](#)

1774.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Nero's solution](#)

1775.

1569D

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1776.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Nero's solution](#)

1777.

1494C

[1D Sokoban](#) · [Tutorial](#)

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1778.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Nero's solution](#)

1779.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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1780.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Nero's solution](#)

1781.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: *special

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1782.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1783.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[Nero's solution](#)

1784.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Nero's solution](#)

1785.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Nero's solution](#)

1786.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[Nero's solution](#)

1787.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Nero's solution](#)

1788.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

1789.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1790.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Nero's solution](#)

1791.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Nero's solution](#)

1792.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Nero's solution](#)

1793.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Nero's solution](#)

1794.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Nero's solution](#)

1795.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Nero's solution](#)

1796.

1383B

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Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Nero's solution](#)

1797.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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1798.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

1799.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

1800.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Nero's solution](#)

1801.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Nero's solution](#)

1802.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Nero's solution](#)

1803.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Nero's solution](#)

1804.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1805.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Nero's solution](#)

1806.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nero's solution](#)

1807.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Nero's solution](#)

1808.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

[Nero's solution](#)

1809.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Nero's solution](#)

1810.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Nero's solution](#)

1811.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

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1812.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

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1813.

784F

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Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, implementation

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1814.

784D

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Quality: 513 global accepts · Rating: 1900 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, implementation

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1815.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings
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1816.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
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1817.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
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1818.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[Nero's solution](#)

1819.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory
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1820.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[Nero's solution](#)

1821.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
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1822.

717E

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Quality: 1,585 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar
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1823.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
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1824.

687C

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Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
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1825.

685B

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1826.

682D

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1827.

656G

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Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · Java 7 (first AC) · Tags: *special

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1828.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

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1829.

630E

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[Nero's solution](#)

1830.

613B

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[Nero's solution](#)

1831.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

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1832.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

1833.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

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1834.

582B

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Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Nero's solution](#)

1835.

566D

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Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, dsu

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1836.

568B

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Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

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1837.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Nero's solution](#)

1838.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Nero's solution](#)

1839.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Nero's solution](#)

1840.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Nero's solution](#)

1841.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Nero's solution](#)

1842.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Nero's solution](#)

1843.

529E

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Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[Nero's solution](#)

1844.

529B

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Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Nero's solution](#)

1845.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Nero's solution](#)

1846.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dp

[Nero's solution](#)

1847.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1848.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: binary search

[Nero's solution](#)

1849.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Nero's solution](#)

1850.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[Nero's solution](#)

1851.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Nero's solution](#)

1852.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Nero's solution](#)

1853.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Nero's solution](#)

1854.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Nero's solution](#)

1855.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[Nero's solution](#)

1856.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: dp, sortings

[Nero's solution](#)

1857.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Nero's solution](#)

1858.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

1859.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Nero's solution](#)

1860.

448C

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Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[Nero's solution](#)

1861.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[Nero's solution](#)

1862.

41E

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Quality: 2,227 global accepts · Rating: 1900 · first AC: 2014-05-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[Nero's solution](#)

1863.

320D

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Rating: 1900 · first AC: 2014-05-14 · last AC: 2014-05-14 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

1864.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, dp

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1865.

420C

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Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[Nero's solution](#)

1866.

412E

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Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

1867.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[Nero's solution](#)

1868.

37C

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Quality: 2,157 global accepts · Rating: 1900 · first AC: 2014-04-16 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Nero's solution](#)

1869.

67D

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[Nero's solution](#)

1870.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: data structures, dp, strings

[Nero's solution](#)

1871.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: data structures, trees

[Nero's solution](#)

1872.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2014-04-11 · last AC: 2014-04-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

1873.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[Nero's solution](#)

1874.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Nero's solution](#)

1875.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Nero's solution](#)

1876.

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-02-02 · Python 2 (first AC) · Tags: dp, flows, greedy, two pointers

[Nero's solution](#)

1877.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2014-02-01 · last AC: 2014-02-01 · GNU C++ (first AC) · Tags: dp, flows, greedy

[Nero's solution](#)

1878.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Nero's solution](#)

1879.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,018 global accepts · Rating: 1900 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Nero's solution](#)

1880.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-14 · last AC: 2013-12-14 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[Nero's solution](#)

1881.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[Nero's solution](#)

1882.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

1883.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

1884.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: implementation, math

[Nero's solution](#)

1885.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[Nero's solution](#)

1886.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-11-01 · last AC: 2013-11-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Nero's solution](#)

1887.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Nero's solution](#)

1888.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: geometry

[Nero's solution](#)

1889.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

1890.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Nero's solution](#)

1891.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

1892.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Nero's solution](#)

1893.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[Nero's solution](#)

1894.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[Nero's solution](#)

1895.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Nero's solution](#)

1896.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Nero's solution](#)

1897.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Nero's solution](#)

1898.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Nero's solution](#)

1899.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nero's solution](#)

1900.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

1901.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Nero's solution](#)

1902.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

1903.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Nero's solution](#)

1904.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Nero's solution](#)

1905.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Nero's solution](#)

1906.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Nero's solution](#)

1907.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Nero's solution](#)

1908.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nero's solution](#)

1909.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

1910.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

1911.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

1912.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Nero's solution](#)

1913.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Nero's solution](#)

1914.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Nero's solution](#)

1915.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Nero's solution](#)

1916.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Nero's solution](#)

1917.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

1918.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

1919.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Nero's solution](#)

1920.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Nero's solution](#)

1921.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Nero's solution](#)

1922.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy

[Nero's solution](#)

1923.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nero's solution](#)

1924.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Nero's solution](#)

1925.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Nero's solution](#)

1926.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Nero's solution](#)

1927.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Nero's solution](#)

1928.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[Nero's solution](#)

1929.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Nero's solution](#)

1930.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Nero's solution](#)

1931.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Nero's solution](#)

1932.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Nero's solution](#)

1933.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Nero's solution](#)

1934.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

1935.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nero's solution](#)

1936.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

1937.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nero's solution](#)

1938.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Nero's solution](#)

1939.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Nero's solution](#)

1940.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nero's solution](#)

1941.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Nero's solution](#)

1942.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[Nero's solution](#)

1943.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Nero's solution](#)

1944.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities
[Nero's solution](#)

1945.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[Nero's solution](#)

1946.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[Nero's solution](#)

1947.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Nero's solution](#)

1948.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[Nero's solution](#)

1949.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[Nero's solution](#)

1950.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Nero's solution](#)

1951.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

1952.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[Nero's solution](#)

1953.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[Nero's solution](#)

1954.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Nero's solution](#)

1955.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

1956.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Nero's solution](#)

1957.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nero's solution](#)

1958.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Nero's solution](#)

1959.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Nero's solution](#)

1960.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Nero's solution](#)

1961.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Nero's solution](#)**1962.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nero's solution](#)**1963.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nero's solution](#)**1964.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Nero's solution](#)**1965.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Nero's solution](#)**1966.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Nero's solution](#)**1967.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Nero's solution](#)**1968.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Nero's solution](#)**1969.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)**1970.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

1971.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Nero's solution](#)

1972.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Nero's solution](#)

1973.

1454E

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

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Nero's solution](#)

1974.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

1975.

1458B

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

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

[Nero's solution](#)

1976.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Nero's solution](#)

1977.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Nero's solution](#)

1978.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nero's solution](#)

1979.

1427C

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

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

[Nero's solution](#)

1980.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Nero's solution](#)

1981.

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

[Nero's solution](#)**1982.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)**1983.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Nero's solution](#)**1984.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nero's solution](#)**1985.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Nero's solution](#)**1986.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Nero's solution](#)**1987.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[Nero's solution](#)**1988.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nero's solution](#)**1989.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Nero's solution](#)**1990.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Nero's solution](#)**1991.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

1992.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Nero's solution](#)

1993.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

1994.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Nero's solution](#)

1995.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Nero's solution](#)

1996.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

1997.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Nero's solution](#)

1998.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Nero's solution](#)

1999.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special

[Nero's solution](#)

2000.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special

[Nero's solution](#)

2001.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Nero's solution](#)

2002.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Nero's solution](#)

2003.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Nero's solution](#)

2004.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

2005.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Nero's solution](#)

2006.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Nero's solution](#)

2007.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · Java 7 (first AC) · Tags: graphs, implementation, shortest paths

[Nero's solution](#)

2008.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Nero's solution](#)

2009.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Nero's solution](#)

2010.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

2011.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[Nero's solution](#)

2012.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[Nero's solution](#)

2013.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Nero's solution](#)

2014.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: brute force, dp

[Nero's solution](#)

2015.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Nero's solution](#)

2016.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Nero's solution](#)

2017.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

2018.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Nero's solution](#)

2019.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Nero's solution](#)

2020.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Nero's solution](#)

2021.

504B

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

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Nero's solution](#)

2022.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[Nero's solution](#)

2023.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: math

[Nero's solution](#)

2024.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-22 · last AC: 2014-11-22 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[Nero's solution](#)

2025.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2026.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Nero's solution](#)

2027.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: brute force, geometry

[Nero's solution](#)

2028.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[Nero's solution](#)

2029.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Nero's solution](#)

2030.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

[Nero's solution](#)

2031.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[Nero's solution](#)

2032.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

2033.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[Nero's solution](#)

2034.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2014-08-04 · GNU C++ (first AC) · Tags: data structures, greedy

[Nero's solution](#)

2035.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Nero's solution](#)

2036.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Nero's solution](#)

2037.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[Nero's solution](#)

2038.

202E

[Fragile Bridges](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-06-18 · Java 7 (first AC) · Tags: data structures, dp

[Nero's solution](#)

2039.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[Nero's solution](#)

2040.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Nero's solution](#)

2041.

432D

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

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Nero's solution](#)

2042.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2014-05-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

2043.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Nero's solution](#)

2044.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2014-04-26 · last AC: 2014-04-26 · GNU C++ (first AC) · Tags: data structures, dp

[Nero's solution](#)

2045.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[Nero's solution](#)

2046.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Nero's solution](#)

2047.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: dfs and similar

[Nero's solution](#)

2048.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2014-04-16 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[Nero's solution](#)

2049.

102E

[Vectors](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-04-09 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

2050.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Nero's solution](#)

2051.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[Nero's solution](#)

2052.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: flows, graphs

[Nero's solution](#)

2053.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-04 · Python 2 (first AC) · Tags: games, greedy, sortings

[Nero's solution](#)

2054.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

2055.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: binary search, math

[Nero's solution](#)

2056.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[Nero's solution](#)

2057.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Nero's solution](#)

2058.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Nero's solution](#)

2059.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: binary search, data structures, dp, trees

[Nero's solution](#)

2060.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-30 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Nero's solution](#)

2061.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2013-11-25 · last AC: 2013-11-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Nero's solution](#)

2062.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2000 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[Nero's solution](#)

2063.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

2064.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Nero's solution](#)

2065.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: data structures, dp

[Nero's solution](#)

2066.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2067.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

2068.

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: dp, math

[Nero's solution](#)

2069.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,908 global accepts · Rating: 2000 · first AC: 2013-08-17 · last AC: 2013-08-17 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Nero's solution](#)

2070.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

2071.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Nero's solution](#)

2072.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Nero's solution](#)

2073.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Nero's solution](#)

2074.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Nero's solution](#)

2075.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Nero's solution](#)

2076.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nero's solution](#)

2077.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

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2078.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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2079.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Nero's solution](#)

2080.

1866G

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

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

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2081.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

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2082.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Nero's solution](#)

2083.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Nero's solution](#)

2084.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[Nero's solution](#)

2085.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Nero's solution](#)

2086.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2087.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Nero's solution](#)

2088.

1799D2

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Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nero's solution](#)

2089.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

2090.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Nero's solution](#)

2091.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

2092.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nero's solution](#)

2093.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Nero's solution](#)

2094.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2095.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Nero's solution](#)

2096.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Nero's solution](#)

2097.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Nero's solution](#)

2098.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[Nero's solution](#)

2099.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Nero's solution](#)

2100.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Nero's solution](#)

2101.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Nero's solution](#)

2102.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nero's solution](#)

2103.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[Nero's solution](#)

2104.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Nero's solution](#)

2105.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Nero's solution](#)

2106.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Nero's solution](#)

2107.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Nero's solution](#)

2108.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

2109.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Nero's solution](#)

2110.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[Nero's solution](#)

2111.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Nero's solution](#)

2112.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Nero's solution](#)

2113.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[Nero's solution](#)

2114.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Nero's solution](#)

2115.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nero's solution](#)

2116.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Nero's solution](#)

2117.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices, sortings

[Nero's solution](#)

2118.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Nero's solution](#)

2119.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Nero's solution](#)

2120.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Nero's solution](#)

2121.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Nero's solution](#)

2122.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Nero's solution](#)

2123.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

2124.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2125.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 2100 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Nero's solution](#)

2126.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Nero's solution](#)

2127.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

2128.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Nero's solution](#)

2129.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2130.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

2131.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Nero's solution](#)

2132.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Nero's solution](#)

2133.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

2134.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Nero's solution](#)

2135.

1354E

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Quality: 3,728 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Nero's solution](#)

2136.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Nero's solution](#)

2137.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Nero's solution](#)

2138.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

2139.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

2140.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2014-04-17 · last AC: 2021-12-15 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Nero's solution](#)

2141.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Nero's solution](#)

2142.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Nero's solution](#)

2143.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Nero's solution](#)

2144.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Nero's solution](#)

2145.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2146.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Nero's solution](#)

2147.

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Nero's solution](#)

2148.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Nero's solution](#)

2149.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nero's solution](#)

2150.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[Nero's solution](#)

2151.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

2152.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[Nero's solution](#)

2153.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, strings

[Nero's solution](#)

2154.

1479B2

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

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

[Nero's solution](#)

2155.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Nero's solution](#)

2156.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[Nero's solution](#)

2157.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Nero's solution](#)

2158.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[Nero's solution](#)

2159.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[Nero's solution](#)

2160.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Nero's solution](#)

2161.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[Nero's solution](#)

2162.

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
[Nero's solution](#)

2163.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy
[Nero's solution](#)

2164.

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
[Nero's solution](#)

2165.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[Nero's solution](#)

2166.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Nero's solution](#)

2167.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2168.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Nero's solution](#)

2169.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[Nero's solution](#)

2170.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Nero's solution](#)

2171.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[Nero's solution](#)

2172.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

2173.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory

[Nero's solution](#)

2174.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Nero's solution](#)

2175.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Nero's solution](#)

2176.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Nero's solution](#)

2177.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Nero's solution](#)

2178.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

2179.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2180.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · Java 7 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nero's solution](#)

2181.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · Python 2 (first AC) · Tags: binary search, implementation, math

[Nero's solution](#)

2182.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[Nero's solution](#)

2183.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[Nero's solution](#)

2184.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Nero's solution](#)

2185.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nero's solution](#)

2186.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: dp, greedy

[Nero's solution](#)

2187.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[Nero's solution](#)

2188.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: binary search, math
[Nero's solution](#)

2189.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math
[Nero's solution](#)

2190.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[Nero's solution](#)

2191.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy
[Nero's solution](#)

2192.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[Nero's solution](#)

2193.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: greedy, two pointers
[Nero's solution](#)

2194.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation
[Nero's solution](#)

2195.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[Nero's solution](#)

2196.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[Nero's solution](#)

2197.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory
[Nero's solution](#)

2198.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Nero's solution](#)

2199.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers
[Nero's solution](#)

2200.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 2100 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: data structures, math, number theory
[Nero's solution](#)

2201.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy
[Nero's solution](#)

2202.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees
[Nero's solution](#)

2203.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp
[Nero's solution](#)

2204.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp
[Nero's solution](#)

2205.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees
[Nero's solution](#)

2206.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-11 · GNU C++ (first AC) · Tags: data structures, ternary search
[Nero's solution](#)

2207.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2014-08-10 · last AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings
[Nero's solution](#)

2208.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 2100 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[Nero's solution](#)

2209.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: data structures
[Nero's solution](#)

2210.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[Nero's solution](#)

2211.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2014-05-29 · GNU C++ (first AC) · Tags: data structures, sortings
[Nero's solution](#)

2212.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2014-05-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings
[Nero's solution](#)

2213.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2014-05-19 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[Nero's solution](#)

2214.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2014-05-06 · last AC: 2014-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[Nero's solution](#)

2215.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, dsu, trees
[Nero's solution](#)

2216.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: data structures
[Nero's solution](#)

2217.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2014-04-16 · GNU C++ (first AC) · Tags: data structures, graphs, trees
[Nero's solution](#)

2218.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[Nero's solution](#)

2219.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2014-03-26 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[Nero's solution](#)

2220.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: brute force, math

[Nero's solution](#)

2221.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures

[Nero's solution](#)

2222.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Nero's solution](#)

2223.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Nero's solution](#)

2224.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: data structures, dp, math

[Nero's solution](#)

2225.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

2226.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Nero's solution](#)

2227.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2100 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Nero's solution](#)

2228.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[Nero's solution](#)

2229.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2013-09-13 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp

[Nero's solution](#)

2230.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: brute force, geometry

[Nero's solution](#)

2231.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Nero's solution](#)

2232.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Nero's solution](#)

2233.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Nero's solution](#)

2234.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Nero's solution](#)

2235.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Nero's solution](#)

2236.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Nero's solution](#)

2237.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Nero's solution](#)

2238.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Nero's solution](#)

2239.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Nero's solution](#)

2240.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Nero's solution](#)

2241.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-22 · last AC: 2024-09-22 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Nero's solution](#)

2242.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Nero's solution](#)

2243.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Nero's solution](#)

2244.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Nero's solution](#)

2245.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

2246.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Nero's solution](#)

2247.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2248.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

2249.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Nero's solution](#)

2250.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Nero's solution](#)

2251.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Nero's solution](#)

2252.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Nero's solution](#)

2253.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Nero's solution](#)

2254.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Nero's solution](#)

2255.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Nero's solution](#)

2256.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Nero's solution](#)

2257.

1785C

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

Rating: 2200 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nero's solution](#)

2258.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Nero's solution](#)

2259.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Nero's solution](#)

2260.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Nero's solution](#)

2261.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Nero's solution](#)

2262.

1773B

[BinCoin](#) · [Tutorial](#)

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

[Nero's solution](#)

2263.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Nero's solution](#)

2264.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Nero's solution](#)

2265.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Nero's solution](#)

2266.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Nero's solution](#)

2267.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

2268.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Nero's solution](#)

2269.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Nero's solution](#)

2270.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Nero's solution](#)

2271.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Nero's solution](#)

2272.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Nero's solution](#)

2273.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Nero's solution](#)

2274.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Nero's solution](#)

2275.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Nero's solution](#)

2276.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Nero's solution](#)

2277.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[Nero's solution](#)

2278.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Nero's solution](#)

2279.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

2280.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Nero's solution](#)

2281.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Nero's solution](#)

2282.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2283.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2284.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Nero's solution](#)

2285.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Nero's solution](#)

2286.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[Nero's solution](#)

2287.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Nero's solution](#)

2288.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2289.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

2290.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Nero's solution](#)

2291.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Nero's solution](#)

2292.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Nero's solution](#)

2293.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

2294.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[Nero's solution](#)

2295.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Nero's solution](#)

2296.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Nero's solution](#)

2297.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math

[Nero's solution](#)

2298.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Nero's solution](#)

2299.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Nero's solution](#)

2300.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Nero's solution](#)

2301.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Nero's solution](#)

2302.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Nero's solution](#)

2303.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nero's solution](#)

2304.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2305.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Nero's solution](#)

2306.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

2307.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Nero's solution](#)

2308.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Nero's solution](#)

2309.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Nero's solution](#)

2310.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

2311.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Nero's solution](#)

2312.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nero's solution](#)

2313.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Nero's solution](#)

2314.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Nero's solution](#)

2315.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Nero's solution](#)

2316.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Nero's solution](#)

2317.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Nero's solution](#)

2318.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Nero's solution](#)

2319.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Nero's solution](#)

2320.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Nero's solution](#)

2321.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Nero's solution](#)

2322.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Nero's solution](#)

2323.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Nero's solution](#)

2324.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2325.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2326.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2327.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Nero's solution](#)

2328.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Nero's solution](#)

2329.

1503C

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

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

[Nero's solution](#)

2330.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Nero's solution](#)

2331.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Nero's solution](#)

2332.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Nero's solution](#)

2333.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2334.

1470D

[Strange Housing](#) · [Tutorial](#)

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

[Nero's solution](#)

2335.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

2336.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2337.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Nero's solution](#)

2338.

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

[Nero's solution](#)

2339.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Nero's solution](#)

2340.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2341.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Nero's solution](#)

2342.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Nero's solution](#)

2343.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nero's solution](#)

2344.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Nero's solution](#)

2345.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Nero's solution](#)

2346.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Nero's solution](#)

2347.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-20 · Haskell (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

2348.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[Nero's solution](#)

2349.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Nero's solution](#)

2350.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Nero's solution](#)

2351.

759C

[Nikita and stack](#) · [Tutorial](#)

Quality: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2352.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2353.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Nero's solution](#)

2354.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[Nero's solution](#)

2355.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Nero's solution](#)

2356.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Nero's solution](#)

2357.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Nero's solution](#)

2358.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[Nero's solution](#)

2359.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Nero's solution](#)

2360.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Nero's solution](#)

2361.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[Nero's solution](#)

2362.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[Nero's solution](#)

2363.

618D

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

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[Nero's solution](#)

2364.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: data structures
[Nero's solution](#)

2365.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math
[Nero's solution](#)

2366.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Nero's solution](#)

2367.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[Nero's solution](#)

2368.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[Nero's solution](#)

2369.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Nero's solution](#)

2370.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[Nero's solution](#)

2371.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest

paths

[Nero's solution](#)

2372.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

2373.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Nero's solution](#)

2374.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Nero's solution](#)

2375.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[Nero's solution](#)

2376.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Nero's solution](#)

2377.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Nero's solution](#)

2378.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Nero's solution](#)

2379.

521C

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

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

2380.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[Nero's solution](#)

2381.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-15 · last AC: 2015-02-15 · GNU C++0x (first AC) · Tags: dp, matrices

[Nero's solution](#)

2382.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: dp, greedy

[Nero's solution](#)

2383.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-24 · GNU C++0x (first AC) · Tags: dp, implementation

[Nero's solution](#)

2384.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

2385.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[Nero's solution](#)

2386.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

2387.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2014-10-07 · Java 7 (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[Nero's solution](#)

2388.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2014-10-02 · Java 7 (first AC) · Tags: dp, graph matchings, greedy

[Nero's solution](#)

2389.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Nero's solution](#)

2390.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2014-08-04 · GNU C++ (first AC) · Tags: data structures, greedy

[Nero's solution](#)

2391.

453C

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

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

2392.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Nero's solution](#)

2393.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2014-05-23 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[Nero's solution](#)

2394.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2014-05-13 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[Nero's solution](#)

2395.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-13 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[Nero's solution](#)

2396.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-03 · last AC: 2014-05-03 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[Nero's solution](#)

2397.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2014-04-29 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[Nero's solution](#)

2398.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: bitmasks, greedy

[Nero's solution](#)

2399.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2014-04-26 · last AC: 2014-04-26 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Nero's solution](#)

2400.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[Nero's solution](#)

2401.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2402.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[Nero's solution](#)

2403.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2404.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-04-23 · last AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2405.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2014-04-16 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2406.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2014-04-16 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2407.

332C

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

2408.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[Nero's solution](#)

2409.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[Nero's solution](#)

2410.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[Nero's solution](#)

2411.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2014-03-12 · GNU C++ (first AC) · Tags: implementation

[Nero's solution](#)

2412.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: flows

[Nero's solution](#)

2413.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2414.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: graph matchings

[Nero's solution](#)

2415.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-01-26 · last AC: 2014-01-26 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[Nero's solution](#)

2416.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Nero's solution](#)

2417.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-25 · last AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Nero's solution](#)

2418.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: dp, greedy

[Nero's solution](#)

2419.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-11-15 · last AC: 2013-11-15 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

2420.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Nero's solution](#)

2421.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Nero's solution](#)

2422.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Nero's solution](#)

2423.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Nero's solution](#)

2424.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

2425.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nero's solution](#)

2426.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Nero's solution](#)

2427.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Nero's solution](#)

2428.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

2429.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Nero's solution](#)

2430.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Nero's solution](#)

2431.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Nero's solution](#)

2432.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Nero's solution](#)

2433.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Nero's solution](#)

2434.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Nero's solution](#)

2435.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Nero's solution](#)

2436.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Nero's solution](#)

2437.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Nero's solution](#)

2438.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Nero's solution](#)

2439.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Nero's solution](#)

2440.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Nero's solution](#)

2441.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

2442.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Nero's solution](#)

2443.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Nero's solution](#)

2444.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Nero's solution](#)

2445.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Nero's solution](#)

2446.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Nero's solution](#)

2447.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Nero's solution](#)

2448.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Nero's solution](#)

2449.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Nero's solution](#)

2450.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2451.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Nero's solution](#)

2452.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Nero's solution](#)

2453.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Nero's solution](#)

2454.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Nero's solution](#)

2455.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Nero's solution](#)

2456.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · last AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: dp

[Nero's solution](#)

2457.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Nero's solution](#)

2458.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Nero's solution](#)

2459.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Nero's solution](#)

2460.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Nero's solution](#)

2461.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2462.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nero's solution](#)

2463.

803G

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

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

2464.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Nero's solution](#)

2465.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Nero's solution](#)

2466.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Nero's solution](#)

2467.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Nero's solution](#)

2468.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Nero's solution](#)

2469.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Nero's solution](#)

2470.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Nero's solution](#)

2471.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

2472.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

2473.

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Nero's solution](#)

2474.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Nero's solution](#)

2475.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2476.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Nero's solution](#)

2477.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Nero's solution](#)

2478.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Nero's solution](#)

2479.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Nero's solution](#)

2480.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Nero's solution](#)

2481.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

2482.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Nero's solution](#)

2483.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[Nero's solution](#)

2484.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

2485.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

2486.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Nero's solution](#)

2487.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Nero's solution](#)

2488.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Nero's solution](#)

2489.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2490.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Nero's solution](#)

2491.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Nero's solution](#)

2492.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Nero's solution](#)

2493.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Nero's solution](#)

2494.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Nero's solution](#)

2495.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[Nero's solution](#)

2496.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Nero's solution](#)

2497.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Nero's solution](#)

2498.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Nero's solution](#)

2499.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Nero's solution](#)

2500.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Nero's solution](#)

2501.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Nero's solution](#)

2502.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nero's solution](#)

2503.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Nero's solution](#)

2504.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Nero's solution](#)

2505.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Nero's solution](#)

2506.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Nero's solution](#)

2507.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Nero's solution](#)

2508.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Nero's solution](#)

2509.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Nero's solution](#)

2510.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Nero's solution](#)

2511.

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

2512.

1468M

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Quality: 1,131 global accepts · Rating: 2300 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[Nero's solution](#)

2513.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Nero's solution](#)

2514.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

2515.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Nero's solution](#)

2516.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Nero's solution](#)

2517.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nero's solution](#)

2518.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Nero's solution](#)

2519.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Nero's solution](#)

2520.

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

[Nero's solution](#)

2521.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Nero's solution](#)

2522.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Nero's solution](#)

2523.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nero's solution](#)

2524.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nero's solution](#)

2525.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Nero's solution](#)

2526.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Nero's solution](#)

2527.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Nero's solution](#)

2528.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[Nero's solution](#)

2529.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: graphs

[Nero's solution](#)

2530.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Nero's solution](#)

2531.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Nero's solution](#)

2532.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

2533.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Nero's solution](#)

2534.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Nero's solution](#)

2535.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: dp, sortings

[Nero's solution](#)

2536.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Nero's solution](#)

2537.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · Java 7 (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2538.

641G

[Little Artem and Graph](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2300 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

2539.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Nero's solution](#)

2540.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

2541.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: geometry, sortings

[Nero's solution](#)

2542.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Nero's solution](#)

2543.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Nero's solution](#)

2544.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

2545.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Nero's solution](#)

2546.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

2547.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[Nero's solution](#)

2548.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Nero's solution](#)

2549.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Nero's solution](#)

2550.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Nero's solution](#)

2551.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nero's solution](#)

2552.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Nero's solution](#)

2553.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[Nero's solution](#)

2554.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Nero's solution](#)

2555.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Nero's solution](#)

2556.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[Nero's solution](#)

2557.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, trees

[Nero's solution](#)

2558.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Nero's solution](#)

2559.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: binary search, dp

[Nero's solution](#)

2560.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[Nero's solution](#)

2561.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-20 · last AC: 2014-09-20 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2562.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[Nero's solution](#)

2563.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Nero's solution](#)

2564.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-07 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: probabilities

[Nero's solution](#)

2565.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[Nero's solution](#)

2566.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2014-05-23 · GNU C++ (first AC) · Tags: string suffix structures, strings

[Nero's solution](#)

2567.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2014-05-20 · last AC: 2014-05-20 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2568.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: data structures, dp

[Nero's solution](#)

2569.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-28 · last AC: 2014-04-28 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[Nero's solution](#)

2570.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[Nero's solution](#)

2571.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2014-04-10 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[Nero's solution](#)

2572.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Nero's solution](#)

2573.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2014-04-03 · GNU C++ (first AC) · Tags: games

[Nero's solution](#)

2574.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

2575.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · last AC: 2014-03-17 · GNU C++ (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

2576.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2014-02-05 · last AC: 2014-02-05 · GNU C++ (first AC) · Tags: flows, graph matchings

[Nero's solution](#)

2577.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2014-01-26 · GNU C++ (first AC) · Tags: math, matrices

[Nero's solution](#)

2578.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

2579.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-22 · last AC: 2013-11-22 · GNU C++ (first AC) · Tags: brute force, number theory

[Nero's solution](#)

2580.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2013-11-16 · last AC: 2013-11-17 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[Nero's solution](#)

2581.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2400 · first AC: 2025-08-03 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Nero's solution](#)

2582.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

2583.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nero's solution](#)

2584.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Nero's solution](#)

2585.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Nero's solution](#)

2586.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Nero's solution](#)

2587.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Nero's solution](#)

2588.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Nero's solution](#)

2589.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Nero's solution](#)

2590.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Nero's solution](#)

2591.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Nero's solution](#)

2592.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Nero's solution](#)

2593.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Nero's solution](#)

2594.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Nero's solution](#)

2595.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Nero's solution](#)

2596.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Nero's solution](#)

2597.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

graphs, shortest paths

[Nero's solution](#)

2598.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Nero's solution](#)

2599.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Nero's solution](#)

2600.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · last AC: 2023-06-26 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2601.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Nero's solution](#)

2602.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Nero's solution](#)

2603.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Nero's solution](#)

2604.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Nero's solution](#)

2605.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2606.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Nero's solution](#)

2607.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[Nero's solution](#)

2608.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Nero's solution](#)

2609.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Nero's solution](#)

2610.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Nero's solution](#)

2611.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nero's solution](#)

2612.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Nero's solution](#)

2613.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Nero's solution](#)

2614.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Nero's solution](#)

2615.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Nero's solution](#)

2616.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Nero's solution](#)

2617.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Nero's solution](#)

2618.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2619.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Nero's solution](#)

2620.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2621.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Nero's solution](#)

2622.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Nero's solution](#)

2623.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Nero's solution](#)

2624.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Nero's solution](#)

2625.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nero's solution](#)

2626.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nero's solution](#)

2627.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nero's solution](#)

2628.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Nero's solution](#)

2629.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Nero's solution](#)

2630.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Nero's solution](#)

2631.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2632.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Nero's solution](#)

2633.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

2634.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Nero's solution](#)

2635.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Nero's solution](#)

2636.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Nero's solution](#)

2637.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Nero's solution](#)

2638.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Nero's solution](#)

2639.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Nero's solution](#)

2640.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Nero's solution](#)

2641.

1673F

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

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Nero's solution](#)

2642.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Nero's solution](#)

2643.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Nero's solution](#)

2644.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Nero's solution](#)

2645.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

2646.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Nero's solution](#)

2647.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Nero's solution](#)

2648.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Nero's solution](#)

2649.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Nero's solution](#)

2650.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Nero's solution](#)

2651.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Nero's solution](#)

2652.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Nero's solution](#)

2653.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Nero's solution](#)

2654.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[Nero's solution](#)

2655.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Nero's solution](#)

2656.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Nero's solution](#)

2657.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Nero's solution](#)

2658.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Nero's solution](#)

2659.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Nero's solution](#)

2660.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

2661.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

2662.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Nero's solution](#)

2663.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

2664.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Nero's solution](#)

2665.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Nero's solution](#)

2666.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Nero's solution](#)

2667.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[Nero's solution](#)

2668.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

2669.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Nero's solution](#)

2670.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Nero's solution](#)

2671.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Nero's solution](#)

2672.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

2673.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

2674.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nero's solution](#)

2675.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

2676.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Nero's solution](#)

2677.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Nero's solution](#)

2678.

1633E

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

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Nero's solution](#)

2679.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Nero's solution](#)

2680.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Nero's solution](#)

2681.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Nero's solution](#)

2682.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Nero's solution](#)

2683.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Nero's solution](#)

2684.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Nero's solution](#)

2685.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-01-24 · last AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Nero's solution](#)

2686.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Nero's solution](#)

2687.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Nero's solution](#)

2688.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Nero's solution](#)

2689.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Nero's solution](#)

2690.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nero's solution](#)

2691.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Nero's solution](#)

2692.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Nero's solution](#)

2693.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Nero's solution](#)

2694.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Nero's solution](#)

2695.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Nero's solution](#)

2696.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Nero's solution](#)

2697.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2013-12-25 · last AC: 2021-12-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)**2698.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Nero's solution](#)**2699.**

1591E

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

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Nero's solution](#)**2700.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Nero's solution](#)**2701.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Nero's solution](#)**2702.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Nero's solution](#)**2703.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Nero's solution](#)**2704.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Nero's solution](#)**2705.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Nero's solution](#)**2706.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)**2707.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Nero's solution](#)

2708.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Nero's solution](#)

2709.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Nero's solution](#)

2710.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Nero's solution](#)

2711.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nero's solution](#)

2712.

1542E1

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

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

[Nero's solution](#)

2713.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[Nero's solution](#)

2714.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Nero's solution](#)

2715.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Nero's solution](#)

2716.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Nero's solution](#)

2717.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Nero's solution](#)

2718.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

2719.

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

[Nero's solution](#)

2720.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Nero's solution](#)

2721.

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

[Nero's solution](#)

2722.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Nero's solution](#)

2723.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Nero's solution](#)

2724.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Nero's solution](#)

2725.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Nero's solution](#)

2726.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Nero's solution](#)

2727.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Nero's solution](#)

2728.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nero's solution](#)

2729.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Nero's solution](#)

2730.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[Nero's solution](#)

2731.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Nero's solution](#)

2732.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

2733.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Nero's solution](#)

2734.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Nero's solution](#)

2735.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[Nero's solution](#)

2736.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[Nero's solution](#)

2737.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

2738.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Nero's solution](#)

2739.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · Java 7 (first AC) · Tags: math

[Nero's solution](#)

2740.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Nero's solution](#)

2741.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: math, probabilities

[Nero's solution](#)

2742.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Nero's solution](#)

2743.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

2744.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: geometry

[Nero's solution](#)

2745.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Nero's solution](#)

2746.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, matrices

[Nero's solution](#)

2747.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Nero's solution](#)

2748.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-04 · last AC: 2015-10-04 · GNU C++11 (first AC) · Tags: number theory

[Nero's solution](#)

2749.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Nero's solution](#)

2750.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dp

[Nero's solution](#)

2751.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[Nero's solution](#)

2752.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-18 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Nero's solution](#)

2753.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dp, implementation

[Nero's solution](#)

2754.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Nero's solution](#)

2755.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Nero's solution](#)

2756.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[Nero's solution](#)

2757.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[Nero's solution](#)

2758.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-11 · Java 7 (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

2759.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Nero's solution](#)

2760.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[Nero's solution](#)

2761.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2014-08-04 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2762.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2014-08-04 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Nero's solution](#)

2763.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Nero's solution](#)

2764.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-14 · last AC: 2014-07-14 · GNU C++ (first AC) · Tags: data structures, math, number theory

[Nero's solution](#)

2765.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2014-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

2766.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2767.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2014-05-26 · last AC: 2014-05-26 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Nero's solution](#)

2768.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2014-05-14 · GNU C++ (first AC) · Tags: data structures, two pointers

[Nero's solution](#)

2769.

311B

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Quality: 4,302 global accepts · Rating: 2400 · first AC: 2014-05-14 · GNU C++ (first AC) · Tags: data structures, dp

[Nero's solution](#)

2770.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2771.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2772.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, sortings

[Nero's solution](#)

2773.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Nero's solution](#)

2774.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

2775.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2014-02-07 · last AC: 2014-02-07 · GNU C++ (first AC) · Tags: flows, graphs

[Nero's solution](#)

2776.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2014-02-06 · last AC: 2014-02-06 · GNU C++ (first AC) · Tags: flows, trees

[Nero's solution](#)

2777.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-13 · last AC: 2014-01-14 · GNU C++ (first AC) · Tags: graphs, implementation

[Nero's solution](#)

2778.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Nero's solution](#)

2779.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2780.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Nero's solution](#)

2781.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Nero's solution](#)

2782.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Nero's solution](#)

2783.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Nero's solution](#)

2784.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nero's solution](#)

2785.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Nero's solution](#)

2786.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Nero's solution](#)

2787.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nero's solution](#)

2788.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Nero's solution](#)

2789.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Nero's solution](#)

2790.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Nero's solution](#)

2791.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Nero's solution](#)**2792.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Nero's solution](#)**2793.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)**2794.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Nero's solution](#)**2795.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Nero's solution](#)**2796.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Nero's solution](#)**2797.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)**2798.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Nero's solution](#)**2799.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Nero's solution](#)**2800.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Nero's solution](#)

2801.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Nero's solution](#)

2802.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Nero's solution](#)

2803.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Nero's solution](#)

2804.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Nero's solution](#)

2805.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Nero's solution](#)

2806.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Nero's solution](#)

2807.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nero's solution](#)

2808.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Nero's solution](#)

2809.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Nero's solution](#)

2810.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Nero's solution](#)

2811.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Nero's solution](#)

2812.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Nero's solution](#)

2813.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Nero's solution](#)

2814.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Nero's solution](#)

2815.

1758E

[Tick,Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Nero's solution](#)

2816.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Nero's solution](#)

2817.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

2818.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Nero's solution](#)

2819.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Nero's solution](#)

2820.

1725E

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

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

[Nero's solution](#)

2821.

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Nero's solution](#)

2822.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Nero's solution](#)

2823.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Nero's solution](#)

2824.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Nero's solution](#)

2825.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Nero's solution](#)

2826.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Nero's solution](#)

2827.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Nero's solution](#)

2828.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Nero's solution](#)

2829.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Nero's solution](#)

2830.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Nero's solution](#)

2831.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Nero's solution](#)

2832.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Nero's solution](#)

2833.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nero's solution](#)

2834.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Nero's solution](#)

2835.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Nero's solution](#)

2836.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Nero's solution](#)

2837.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nero's solution](#)

2838.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Nero's solution](#)

2839.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Nero's solution](#)

2840.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Nero's solution](#)

2841.

628F

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

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[Nero's solution](#)

2842.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[Nero's solution](#)

2843.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Nero's solution](#)

2844.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Nero's solution](#)

2845.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[Nero's solution](#)

2846.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy
[Nero's solution](#)

2847.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dsu
[Nero's solution](#)

2848.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
[Nero's solution](#)

2849.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Nero's solution](#)

2850.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Nero's solution](#)

2851.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nero's solution](#)

2852.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Nero's solution](#)

2853.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Nero's solution](#)

2854.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

2855.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

2856.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

2857.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

2858.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2859.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Nero's solution](#)

2860.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Nero's solution](#)

2861.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

2862.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: games

[Nero's solution](#)

2863.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers

[Nero's solution](#)

2864.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Nero's solution](#)

2865.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Nero's solution](#)

2866.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Nero's solution](#)

2867.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Nero's solution](#)

2868.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Nero's solution](#)

2869.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Nero's solution](#)

2870.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Nero's solution](#)

2871.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Nero's solution](#)

2872.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Nero's solution](#)

2873.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[Nero's solution](#)

2874.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Nero's solution](#)

2875.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Nero's solution](#)

2876.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Nero's solution](#)

2877.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Nero's solution](#)

2878.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[Nero's solution](#)

2879.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Nero's solution](#)

2880.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Nero's solution](#)

2881.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nero's solution](#)

2882.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2883.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Nero's solution](#)

2884.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Nero's solution](#)

2885.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Nero's solution](#)

2886.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Nero's solution](#)

2887.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Nero's solution](#)

2888.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nero's solution](#)

2889.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

2890.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

2891.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Nero's solution](#)

2892.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Nero's solution](#)

2893.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

2894.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Nero's solution](#)

2895.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Nero's solution](#)

2896.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Nero's solution](#)

2897.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

2898.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-01-01 · last AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Nero's solution](#)

2899.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · last AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Nero's solution](#)

2900.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Nero's solution](#)

2901.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Nero's solution](#)

2902.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Nero's solution](#)

2903.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Nero's solution](#)

2904.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Nero's solution](#)

2905.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[Nero's solution](#)

2906.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Nero's solution](#)

2907.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Nero's solution](#)

2908.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Nero's solution](#)

2909.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Nero's solution](#)

2910.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Nero's solution](#)

2911.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Nero's solution](#)

2912.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nero's solution](#)

2913.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[Nero's solution](#)

2914.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: trees

[Nero's solution](#)

2915.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Nero's solution](#)

2916.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

2917.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

2918.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Nero's solution](#)

2919.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[Nero's solution](#)

2920.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Nero's solution](#)

2921.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Nero's solution](#)

2922.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[Nero's solution](#)

2923.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Nero's solution](#)

2924.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[Nero's solution](#)

2925.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

2926.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Nero's solution](#)

2927.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Nero's solution](#)

2928.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Nero's solution](#)

2929.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: geometry, sortings

[Nero's solution](#)

2930.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Nero's solution](#)

2931.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Nero's solution](#)

2932.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-31 · Java 7 (first AC) · Tags: data structures, geometry

[Nero's solution](#)

2933.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

2934.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: binary search, implementation

[Nero's solution](#)

2935.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: hashing, strings

[Nero's solution](#)

2936.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Nero's solution](#)

2937.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Nero's solution](#)

2938.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nero's solution](#)

2939.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-08-14 · last AC: 2015-08-14 · GNU C++11 (first AC) · Tags: geometry

[Nero's solution](#)

2940.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-08 · last AC: 2015-05-08 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Nero's solution](#)

2941.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[Nero's solution](#)

2942.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: implementation, math

[Nero's solution](#)

2943.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, combinatorics, implementation

[Nero's solution](#)

2944.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[Nero's solution](#)

2945.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · Python 2 (first AC) · Tags: binary search, constructive algorithms, math

[Nero's solution](#)

2946.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: dp, matrices

[Nero's solution](#)

2947.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2948.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2014-08-04 · last AC: 2014-08-04 · Java 8 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Nero's solution](#)

2949.

444D

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-10 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[Nero's solution](#)

2950.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-29 · GNU C++ (first AC) · Tags: data structures, greedy

[Nero's solution](#)

2951.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-06-06 · GNU C++ (first AC) · Tags: dp, geometry

[Nero's solution](#)

2952.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

2953.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

2954.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp

[Nero's solution](#)

2955.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-04-01 · last AC: 2014-04-01 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math

[Nero's solution](#)

2956.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-03-31 · GNU C++ (first AC) · Tags: brute force, data structures

[Nero's solution](#)

2957.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[Nero's solution](#)

2958.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-13 · last AC: 2014-01-13 · GNU C++ (first AC) · Tags: combinatorics, math

[Nero's solution](#)

2959.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: dp, matrices

[Nero's solution](#)

2960.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2013-11-13 · last AC: 2013-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

2961.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: binary search, brute force, data structures

[Nero's solution](#)

2962.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nero's solution](#)

2963.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Nero's solution](#)

2964.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Nero's solution](#)

2965.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nero's solution](#)

2966.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Nero's solution](#)

2967.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Nero's solution](#)

2968.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Nero's solution](#)

2969.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nero's solution](#)

2970.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Nero's solution](#)

2971.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Nero's solution](#)

2972.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Nero's solution](#)

2973.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Nero's solution](#)

2974.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Nero's solution](#)

2975.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nero's solution](#)

2976.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Nero's solution](#)

2977.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Nero's solution](#)

2978.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2979.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Nero's solution](#)

2980.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-03-10 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

2981.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

2982.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

2983.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Nero's solution](#)

2984.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Nero's solution](#)

2985.

1765C

[Card Guessing](#) · [Tutorial](#)

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

[Nero's solution](#)

2986.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

2987.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

2988.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Nero's solution](#)

2989.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Nero's solution](#)

2990.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

2991.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Nero's solution](#)

2992.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Nero's solution](#)

2993.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Nero's solution](#)

2994.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nero's solution](#)

2995.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Nero's solution](#)

2996.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Nero's solution](#)

2997.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Nero's solution](#)

2998.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Nero's solution](#)

2999.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Nero's solution](#)

3000.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Nero's solution](#)

3001.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Nero's solution](#)

3002.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

3003.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Nero's solution](#)

3004.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Nero's solution](#)

3005.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Nero's solution](#)

3006.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Nero's solution](#)

3007.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[Nero's solution](#)

3008.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Nero's solution](#)

3009.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Nero's solution](#)

3010.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Nero's solution](#)

3011.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Nero's solution](#)

3012.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Nero's solution](#)

3013.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Nero's solution](#)

3014.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Nero's solution](#)

3015.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities
[Nero's solution](#)

3016.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy
[Nero's solution](#)

3017.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities
[Nero's solution](#)

3018.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[Nero's solution](#)

3019.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings
[Nero's solution](#)

3020.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory
[Nero's solution](#)

3021.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[Nero's solution](#)

3022.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Nero's solution](#)

3023.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-01-01 · last AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Nero's solution](#)

3024.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[Nero's solution](#)

3025.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[Nero's solution](#)

3026.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[Nero's solution](#)

3027.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[Nero's solution](#)

3028.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[Nero's solution](#)

3029.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Nero's solution](#)

3030.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Nero's solution](#)

3031.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[Nero's solution](#)

3032.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Nero's solution](#)

3033.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · last AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[Nero's solution](#)

3034.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[Nero's solution](#)

3035.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[Nero's solution](#)

3036.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[Nero's solution](#)

3037.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[Nero's solution](#)

3038.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[Nero's solution](#)

3039.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[Nero's solution](#)

3040.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[Nero's solution](#)

3041.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[Nero's solution](#)

3042.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[Nero's solution](#)

3043.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[Nero's solution](#)

3044.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[Nero's solution](#)

3045.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3046.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3047.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

3048.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2021-01-07 · last AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3049.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Nero's solution](#)

3050.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-01-06 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3051.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3052.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Nero's solution](#)

3053.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Nero's solution](#)

3054.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Nero's solution](#)

3055.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[Nero's solution](#)

3056.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[Nero's solution](#)

3057.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Nero's solution](#)

3058.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[Nero's solution](#)

3059.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[Nero's solution](#)

3060.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[Nero's solution](#)

3061.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[Nero's solution](#)

3062.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[Nero's solution](#)

3063.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs
[Nero's solution](#)

3064.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[Nero's solution](#)

3065.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Nero's solution](#)

3066.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Nero's solution](#)

3067.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Nero's solution](#)

3068.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Nero's solution](#)

3069.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Nero's solution](#)

3070.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Nero's solution](#)

3071.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3072.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · last AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Nero's solution](#)

3073.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nero's solution](#)

3074.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Nero's solution](#)

3075.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[Nero's solution](#)

3076.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Nero's solution](#)

3077.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Nero's solution](#)

3078.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: dp, flows

[Nero's solution](#)

3079.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Nero's solution](#)

3080.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Nero's solution](#)

3081.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Nero's solution](#)

3082.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Nero's solution](#)

3083.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Nero's solution](#)

3084.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

3085.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Nero's solution](#)

3086.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

3087.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-25 · last AC: 2016-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Nero's solution](#)

3088.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Nero's solution](#)

3089.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[Nero's solution](#)

3090.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-08-14 · last AC: 2015-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[Nero's solution](#)

3091.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Nero's solution](#)

3092.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-30 · last AC: 2015-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

3093.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

3094.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: dp, probabilities

[Nero's solution](#)

3095.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[Nero's solution](#)

3096.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dp, graphs

[Nero's solution](#)

3097.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, math

[Nero's solution](#)

3098.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-14 · GNU C++ (first AC) · Tags: data structures, greedy

[Nero's solution](#)

3099.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2014-03-13 · last AC: 2014-03-13 · GNU C++ (first AC) · Tags: data structures, sortings

[Nero's solution](#)

3100.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3101.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-31 · last AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, shortest paths

[Nero's solution](#)

3102.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-20 · last AC: 2013-12-20 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Nero's solution](#)

3103.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2013-11-16 · last AC: 2013-11-16 · GNU C++ (first AC) · Tags: greedy

[Nero's solution](#)

3104.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Nero's solution](#)

3105.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Nero's solution](#)

3106.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Nero's solution](#)

3107.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Nero's solution](#)

3108.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Nero's solution](#)

3109.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Nero's solution](#)

3110.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Nero's solution](#)

3111.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Nero's solution](#)

3112.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Nero's solution](#)

3113.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Nero's solution](#)

3114.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Nero's solution](#)

3115.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Nero's solution](#)

3116.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Nero's solution](#)

3117.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Nero's solution](#)

3118.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Nero's solution](#)

3119.

1782F

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

Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Nero's solution](#)

3120.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Nero's solution](#)

3121.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Nero's solution](#)

3122.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Nero's solution](#)

3123.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Nero's solution](#)

3124.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Nero's solution](#)

3125.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Nero's solution](#)

3126.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Nero's solution](#)

3127.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Nero's solution](#)

3128.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Nero's solution](#)

3129.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Nero's solution](#)

3130.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Nero's solution](#)

3131.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

3132.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Nero's solution](#)

3133.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nero's solution](#)

3134.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Nero's solution](#)

3135.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Nero's solution](#)

3136.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[Nero's solution](#)

3137.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Nero's solution](#)

3138.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Nero's solution](#)

3139.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Nero's solution](#)

3140.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[Nero's solution](#)

3141.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Nero's solution](#)

3142.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Nero's solution](#)

3143.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Nero's solution](#)

3144.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[Nero's solution](#)

3145.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Nero's solution](#)

3146.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Nero's solution](#)

3147.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Nero's solution](#)

3148.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Nero's solution](#)

3149.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, hashing, implementation

[Nero's solution](#)

3150.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Nero's solution](#)

3151.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

3152.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[Nero's solution](#)

3153.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Nero's solution](#)

3154.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Nero's solution](#)

3155.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Nero's solution](#)

3156.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3157.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Nero's solution](#)

3158.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Nero's solution](#)

3159.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Nero's solution](#)

3160.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-04 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Nero's solution](#)

3161.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-03-05 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Nero's solution](#)

3162.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, math

[Nero's solution](#)

3163.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Nero's solution](#)

3164.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Nero's solution](#)

3165.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Nero's solution](#)

3166.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Nero's solution](#)

3167.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Nero's solution](#)

3168.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

3169.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Nero's solution](#)

3170.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Nero's solution](#)

3171.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[Nero's solution](#)

3172.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Nero's solution](#)

3173.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Nero's solution](#)

3174.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3175.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Nero's solution](#)

3176.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Nero's solution](#)

3177.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[Nero's solution](#)

3178.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[Nero's solution](#)

3179.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[Nero's solution](#)

3180.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers
[Nero's solution](#)

3181.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-25 · last AC: 2021-03-27 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees
[Nero's solution](#)

3182.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[Nero's solution](#)

3183.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[Nero's solution](#)

3184.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation
[Nero's solution](#)

3185.

113E

[Sleeping](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[Nero's solution](#)

3186.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Nero's solution](#)

3187.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Nero's solution](#)

3188.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3189.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Nero's solution](#)

3190.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[Nero's solution](#)

3191.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Nero's solution](#)

3192.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Nero's solution](#)

3193.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

3194.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Nero's solution](#)

3195.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Nero's solution](#)

3196.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Nero's solution](#)

3197.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-13 · last AC: 2020-12-14 · Haskell (first AC) · Tags: constructive algorithms, dp, greedy

[Nero's solution](#)

3198.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nero's solution](#)

3199.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nero's solution](#)

3200.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Nero's solution](#)

3201.

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Nero's solution](#)

3202.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Nero's solution](#)

3203.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3204.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Nero's solution](#)

3205.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Nero's solution](#)

3206.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,317 global accepts · Rating: 2700 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Nero's solution](#)

3207.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-13 · last AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Nero's solution](#)

3208.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Nero's solution](#)

3209.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Nero's solution](#)

3210.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nero's solution](#)

3211.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Nero's solution](#)

3212.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Nero's solution](#)

3213.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nero's solution](#)

3214.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-17 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[Nero's solution](#)

3215.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Nero's solution](#)

3216.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

3217.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Nero's solution](#)

3218.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Nero's solution](#)

3219.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[Nero's solution](#)

3220.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[Nero's solution](#)

3221.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[Nero's solution](#)

3222.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, matrices

[Nero's solution](#)

3223.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: dp

[Nero's solution](#)

3224.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-01 · last AC: 2015-01-01 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[Nero's solution](#)

3225.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, matrices

[Nero's solution](#)

3226.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[Nero's solution](#)

3227.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: data structures

[Nero's solution](#)

3228.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-06 · Java 7 (first AC) · Tags: dfs and similar

[Nero's solution](#)

3229.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-29 · Java 7 (first AC) · Tags: constructive algorithms, math, matrices

[Nero's solution](#)

3230.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-09 · last AC: 2014-08-25 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

3231.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing

[Nero's solution](#)

3232.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2014-05-20 · last AC: 2014-05-20 · GNU C++ (first AC) · Tags: data structures, dsu

[Nero's solution](#)

3233.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2014-01-29 · last AC: 2014-01-29 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Nero's solution](#)

3234.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-11-18 · last AC: 2013-11-18 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

3235.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Nero's solution](#)

3236.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Nero's solution](#)

3237.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Nero's solution](#)

3238.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Nero's solution](#)

3239.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Nero's solution](#)

3240.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[Nero's solution](#)

3241.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

3242.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Nero's solution](#)

3243.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nero's solution](#)

3244.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Nero's solution](#)

3245.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Nero's solution](#)

3246.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Nero's solution](#)

3247.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3248.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Nero's solution](#)

3249.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Nero's solution](#)

3250.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Nero's solution](#)

3251.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[Nero's solution](#)

3252.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[Nero's solution](#)

3253.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

3254.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Nero's solution](#)

3255.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[Nero's solution](#)

3256.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Nero's solution](#)

3257.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Nero's solution](#)

3258.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-21 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Nero's solution](#)

3259.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Nero's solution](#)

3260.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Nero's solution](#)

3261.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Nero's solution](#)

3262.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

3263.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Nero's solution](#)

3264.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Nero's solution](#)

3265.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Nero's solution](#)

3266.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

3267.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, geometry, trees

[Nero's solution](#)

3268.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, trees

[Nero's solution](#)

3269.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs

[Nero's solution](#)

3270.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Nero's solution](#)

3271.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nero's solution](#)

3272.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Nero's solution](#)

3273.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Nero's solution](#)

3274.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Nero's solution](#)

3275.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nero's solution](#)

3276.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Nero's solution](#)

3277.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-12-27 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3278.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3279.

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3280.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
[Nero's solution](#)

3281.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings
[Nero's solution](#)

3282.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[Nero's solution](#)

3283.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[Nero's solution](#)

3284.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[Nero's solution](#)

3285.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Nero's solution](#)

3286.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math
[Nero's solution](#)

3287.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[Nero's solution](#)

3288.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[Nero's solution](#)

3289.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Nero's solution](#)

3290.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[Nero's solution](#)

3291.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
[Nero's solution](#)

3292.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[Nero's solution](#)

3293.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[Nero's solution](#)

3294.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-16 · last AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[Nero's solution](#)

3295.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees
[Nero's solution](#)

3296.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Nero's solution](#)

3297.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[Nero's solution](#)

3298.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[Nero's solution](#)

3299.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[Nero's solution](#)

3300.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nero's solution](#)**3301.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)**3302.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Nero's solution](#)**3303.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[Nero's solution](#)**3304.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Nero's solution](#)**3305.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Nero's solution](#)**3306.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Nero's solution](#)**3307.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Nero's solution](#)**3308.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[Nero's solution](#)**3309.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Nero's solution](#)

3310.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Nero's solution](#)

3311.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: math

[Nero's solution](#)

3312.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Nero's solution](#)

3313.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[Nero's solution](#)

3314.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Nero's solution](#)

3315.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: math, matrices

[Nero's solution](#)

3316.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Nero's solution](#)

3317.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Nero's solution](#)

3318.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: data structures, number theory

[Nero's solution](#)

3319.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

3320.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Nero's solution](#)

3321.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-25 · last AC: 2016-01-25 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[Nero's solution](#)

3322.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Nero's solution](#)

3323.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dp

[Nero's solution](#)

3324.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

3325.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Nero's solution](#)

3326.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Nero's solution](#)

3327.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

3328.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Nero's solution](#)

3329.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy

[Nero's solution](#)

3330.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Nero's solution](#)

3331.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2014-11-20 · last AC: 2014-11-20 · GNU C++0x (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

3332.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-29 · last AC: 2014-09-29 · GNU C++0x (first AC) · Tags: bitmasks, data structures, fft

[Nero's solution](#)

3333.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-29 · Java 8 (first AC) · Tags: dsu, math

[Nero's solution](#)

3334.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2014-08-13 · last AC: 2014-08-13 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[Nero's solution](#)

3335.

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2013-09-02 · last AC: 2013-09-02 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

3336.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Nero's solution](#)

3337.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-23 · last AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Nero's solution](#)

3338.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Nero's solution](#)

3339.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Nero's solution](#)

3340.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Nero's solution](#)

3341.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Nero's solution](#)

3342.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-01-17 · last AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

3343.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Nero's solution](#)

3344.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Nero's solution](#)

3345.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Nero's solution](#)

3346.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Nero's solution](#)

3347.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[Nero's solution](#)

3348.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Nero's solution](#)

3349.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Nero's solution](#)

3350.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3351.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

3352.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[Nero's solution](#)

3353.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

3354.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3355.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Nero's solution](#)

3356.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Nero's solution](#)

3357.

1725D

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

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[Nero's solution](#)

3358.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Nero's solution](#)

3359.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Nero's solution](#)

3360.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Nero's solution](#)

3361.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Nero's solution](#)

3362.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

3363.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Nero's solution](#)

3364.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Nero's solution](#)

3365.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Nero's solution](#)

3366.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Nero's solution](#)

3367.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy

[Nero's solution](#)

3368.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Nero's solution](#)

3369.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows

[Nero's solution](#)

3370.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Nero's solution](#)

3371.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Nero's solution](#)

3372.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · last AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Nero's solution](#)

3373.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Nero's solution](#)

3374.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Nero's solution](#)

3375.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Nero's solution](#)

3376.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

3377.

741D

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

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Nero's solution](#)

3378.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Nero's solution](#)

3379.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Nero's solution](#)

3380.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[Nero's solution](#)

3381.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Nero's solution](#)

3382.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-17 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[Nero's solution](#)

3383.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-01-24 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3384.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Nero's solution](#)

3385.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[Nero's solution](#)

3386.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[Nero's solution](#)

3387.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Nero's solution](#)

3388.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Nero's solution](#)

3389.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[Nero's solution](#)

3390.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Nero's solution](#)

3391.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Nero's solution](#)

3392.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Nero's solution](#)

3393.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nero's solution](#)

3394.

997D

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

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Nero's solution](#)

3395.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Nero's solution](#)

3396.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Nero's solution](#)

3397.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Nero's solution](#)

3398.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Nero's solution](#)

3399.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3400.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3401.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Nero's solution](#)

3402.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: bitmasks

[Nero's solution](#)

3403.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Nero's solution](#)

3404.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Nero's solution](#)

3405.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Nero's solution](#)

3406.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Nero's solution](#)

3407.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

3408.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Nero's solution](#)

3409.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Nero's solution](#)

3410.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Nero's solution](#)

3411.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2016-01-05 · last AC: 2016-01-05 · GNU C++11 (first AC) · Tags: geometry, two pointers
[Nero's solution](#)

3412.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2014-01-22 · last AC: 2015-12-18 · GNU C++ (first AC) · Tags: brute force, math, probabilities
[Nero's solution](#)

3413.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: geometry
[Nero's solution](#)

3414.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dp, trees
[Nero's solution](#)

3415.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2014-03-28 · last AC: 2014-03-28 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math
[Nero's solution](#)

3416.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2014-02-03 · last AC: 2014-02-03 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[Nero's solution](#)

3417.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees
[Nero's solution](#)

3418.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[Nero's solution](#)

3419.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[Nero's solution](#)

3420.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[Nero's solution](#)

3421.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Nero's solution](#)

3422.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Nero's solution](#)

3423.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[Nero's solution](#)

3424.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Nero's solution](#)

3425.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nero's solution](#)

3426.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Nero's solution](#)

3427.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nero's solution](#)

3428.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Nero's solution](#)

3429.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nero's solution](#)

3430.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Nero's solution](#)

3431.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Nero's solution](#)

3432.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Nero's solution](#)

3433.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Nero's solution](#)

3434.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Nero's solution](#)

3435.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

3436.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Nero's solution](#)

3437.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Nero's solution](#)

3438.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Nero's solution](#)

3439.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Nero's solution](#)

3440.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Nero's solution](#)

3441.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Nero's solution](#)

3442.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Nero's solution](#)

3443.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Nero's solution](#)

3444.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Nero's solution](#)

3445.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Nero's solution](#)

3446.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Nero's solution](#)

3447.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Nero's solution](#)

3448.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Nero's solution](#)

3449.

1610F

[Mashtali: a Space Oddyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nero's solution](#)

3450.

1586G

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

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Nero's solution](#)

3451.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[Nero's solution](#)

3452.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Nero's solution](#)

3453.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Nero's solution](#)

3454.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Nero's solution](#)

3455.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Nero's solution](#)

3456.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Nero's solution](#)

3457.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[Nero's solution](#)

3458.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2021-02-25 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Nero's solution](#)

3459.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Nero's solution](#)

3460.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Nero's solution](#)

3461.

1474F

[1](#) [2](#) [3](#) [4](#) ... · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[Nero's solution](#)

3462.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[Nero's solution](#)

3463.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
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3464.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Nero's solution](#)

3465.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[Nero's solution](#)

3466.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[Nero's solution](#)

3467.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[Nero's solution](#)

3468.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy
[Nero's solution](#)

3469.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[Nero's solution](#)

3470.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Nero's solution](#)

3471.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-25 · last AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, data structures, string suffix structures, strings

[Nero's solution](#)

3472.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-22 · last AC: 2017-09-22 · GNU C++11 (first AC) · Tags: math

[Nero's solution](#)

3473.

668E

[Little Artem and 2-SAT](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: graphs

[Nero's solution](#)

3474.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-05 · Java 7 (first AC) · Tags: constructive algorithms, two pointers

[Nero's solution](#)

3475.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2015-12-04 · last AC: 2015-12-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Nero's solution](#)

3476.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[Nero's solution](#)

3477.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Nero's solution](#)

3478.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Nero's solution](#)

3479.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nero's solution](#)

3480.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-05-05 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Nero's solution](#)

3481.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Nero's solution](#)

3482.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, probabilities

[Nero's solution](#)

3483.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Nero's solution](#)

3484.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Nero's solution](#)

3485.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3486.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Nero's solution](#)

3487.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

3488.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Nero's solution](#)

3489.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Nero's solution](#)

3490.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Nero's solution](#)

3491.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Nero's solution](#)

3492.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2022-12-22 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3493.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Nero's solution](#)

3494.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Nero's solution](#)

3495.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3496.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Nero's solution](#)

3497.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Nero's solution](#)

3498.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Nero's solution](#)

3499.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Nero's solution](#)

3500.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[Nero's solution](#)

3501.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Nero's solution](#)

3502.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Nero's solution](#)

3503.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Nero's solution](#)

3504.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Nero's solution](#)

3505.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[Nero's solution](#)

3506.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-19 · Haskell (first AC) · Tags: bitmasks, dp, math

[Nero's solution](#)

3507.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Nero's solution](#)

3508.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, dsu

[Nero's solution](#)

3509.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: data structures

[Nero's solution](#)

3510.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Nero's solution](#)

3511.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: graph matchings

[Nero's solution](#)

3512.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-

middle, number theory

[Nero's solution](#)

3513.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Nero's solution](#)

3514.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Nero's solution](#)

3515.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Nero's solution](#)

3516.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Nero's solution](#)

3517.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2024-06-05 · Python 3 (first AC) · Tags: interactive, math, number theory

[Nero's solution](#)

3518.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Nero's solution](#)

3519.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[Nero's solution](#)

3520.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Nero's solution](#)

3521.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Nero's solution](#)

3522.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees

[Nero's solution](#)

3523.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nero's solution](#)

3524.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Nero's solution](#)

3525.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nero's solution](#)

3526.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[Nero's solution](#)

3527.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Nero's solution](#)

3528.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Nero's solution](#)

3529.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Nero's solution](#)

3530.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Nero's solution](#)

3531.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

3532.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Nero's solution](#)

3533.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and

similar, trees

[Nero's solution](#)

3534.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Nero's solution](#)

3535.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, trees

[Nero's solution](#)

3536.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Nero's solution](#)

3537.

863G

[Graphic Settings](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 3200 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3538.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-12-08 · last AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Nero's solution](#)

3539.

1588E

[Eligible Segments](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Nero's solution](#)

3540.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-12 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Nero's solution](#)

3541.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[Nero's solution](#)

3542.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Nero's solution](#)

3543.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-12-29 · last AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[Nero's solution](#)

3544.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Nero's solution](#)

3545.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Nero's solution](#)

3546.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nero's solution](#)

3547.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Nero's solution](#)

3548.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-12 · last AC: 2018-01-13 · Python 2 (first AC) · Tags: math, number theory

[Nero's solution](#)

3549.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: trees

[Nero's solution](#)

3550.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Nero's solution](#)

3551.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: dp, math

[Nero's solution](#)

3552.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[Nero's solution](#)

3553.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-10-30 · last AC: 2015-10-30 · GNU C++11 (first AC) · Tags: graph matchings, strings

[Nero's solution](#)

3554.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Nero's solution](#)

3555.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: data structures, trees

[Nero's solution](#)

3556.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Nero's solution](#)

3557.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Nero's solution](#)

3558.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, probabilities

[Nero's solution](#)

3559.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Nero's solution](#)

3560.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

3561.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Nero's solution](#)

3562.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Nero's solution](#)

3563.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2022-10-31 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3564.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Nero's solution](#)

3565.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Nero's solution](#)

3566.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Nero's solution](#)

3567.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-09-15 · last AC: 2021-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[Nero's solution](#)

3568.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-19 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[Nero's solution](#)

3569.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, sortings, trees

[Nero's solution](#)

3570.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Nero's solution](#)

3571.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Nero's solution](#)

3572.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Nero's solution](#)

3573.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Nero's solution](#)

3574.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Nero's solution](#)

3575.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory
[Nero's solution](#)

3576.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[Nero's solution](#)

3577.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy
[Nero's solution](#)

3578.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees
[Nero's solution](#)

3579.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Nero's solution](#)

3580.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs
[Nero's solution](#)

3581.

866G

[Flowers and Chocolate](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-10-01 · last AC: 2017-10-01 · GNU C++11 (first AC) · Tags: math
[Nero's solution](#)

3582.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2015-12-27 · last AC: 2015-12-27 · GNU C++11 (first AC) · Tags: binary search, geometry
[Nero's solution](#)

3583.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy
[Nero's solution](#)

3584.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: number theory, probabilities
[Nero's solution](#)

3585.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Nero's solution](#)

3586.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Nero's solution](#)

3587.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Nero's solution](#)

3588.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3589.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[Nero's solution](#)

3590.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[Nero's solution](#)

3591.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2018-01-17 · GNU C++11 (first AC) · Tags: math, probabilities

[Nero's solution](#)

3592.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Nero's solution](#)

3593.

1704H2

[Game of AI \(hard version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Nero's solution](#)

3594.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[Nero's solution](#)

3595.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 3500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Nero's solution](#)

3596.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Nero's solution](#)

3597.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Nero's solution](#)

3598.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2023-09-10 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3599.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[Nero's solution](#)

3600.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Nero's solution](#)

3601.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Nero's solution](#)

3602.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Nero's solution](#)

3603.

1677F

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Nero's solution](#)

3604.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[Nero's solution](#)

3605.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Nero's solution](#)

3606.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Nero's solution](#)

3607.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Nero's solution](#)

3608.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[Nero's solution](#)

3609.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nero's solution](#)

3610.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2020-12-22 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3611.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Nero's solution](#)

3612.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3613.

103428B

[Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3614.

102978C

[Count Min Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3615.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2023-04-23 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[Nero's solution](#)

3616.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Nero's solution](#)

3617.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Nero's solution](#)

3618.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Nero's solution](#)

3619.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Nero's solution](#)

3620.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Nero's solution](#)

3621.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Nero's solution](#)

3622.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Nero's solution](#)

3623.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Nero's solution](#)

3624.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Nero's solution](#)

3625.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Nero's solution](#)

3626.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Nero's solution](#)

3627.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Nero's solution](#)

3628.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Nero's solution](#)

3629.

undefined403

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

Rating: — · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Nero's solution](#)

3630.

undefined499

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

Rating: — · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Nero's solution](#)

3631.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nero's solution](#)

3632.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nero's solution](#)

3633.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nero's solution](#)

3634.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nero's solution](#)

3635.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nero's solution](#)

3636.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[Nero's solution](#)

3637.

undefined496

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-10 · last AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nero's solution](#)

3638.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Nero's solution](#)

3639.

101503C

[Twisting the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3640.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3641.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · Java 8 (first AC) · Tags: —

[Nero's solution](#)

3642.

101090C

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

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3643.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3644.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3645.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3646.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3647.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3648.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3649.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3650.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3651.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3652.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3653.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3654.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3655.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3656.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3657.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3658.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3659.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3660.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · last AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3661.

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3662.

100405E

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

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3663.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3664.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3665.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3666.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3667.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3668.

100343J

[Wheels within Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3669.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3670.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3671.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3672.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3673.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3674.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3675.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3676.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · last AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3677.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3678.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3679.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3680.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3681.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3682.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3683.

100365F

[Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3684.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3685.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3686.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3687.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3688.

100365B

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

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3689.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · last AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3690.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3691.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3692.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3693.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · last AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3694.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3695.

100431A

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

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3696.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3697.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3698.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3699.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3700.

100512E

[Equal Hash Codes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-28 · last AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3701.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3702.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3703.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3704.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3705.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3706.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3707.

100340H

[Boat Race](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · last AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3708.

100340C

[ePig](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3709.

100340F

[Decoding Prefix Codes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3710.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3711.

100340E

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

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3712.

100340A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3713.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3714.

100340J

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

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3715.

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · last AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3716.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3717.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3718.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3719.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3720.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3721.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3722.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3723.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3724.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3725.

100608I

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3726.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3727.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3728.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3729.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3730.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3731.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3732.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3733.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3734.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3735.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3736.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3737.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3738.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3739.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · last AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3740.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3741.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3742.

100735B

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

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3743.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3744.

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3745.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · Haskell (first AC) · Tags: —

[Nero's solution](#)

3746.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · Python 2 (first AC) · Tags: —

[Nero's solution](#)

3747.

100517F

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

Rating: — · first AC: 2015-07-16 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3748.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3749.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3750.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3751.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3752.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3753.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-16 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3754.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[Nero's solution](#)

3755.

100341G

[3D Knight](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-20 · last AC: 2015-06-20 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3756.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3757.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3758.

100341A

[Agrarian Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3759.

100341F

[Independent Set](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3760.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3761.

100341C

[AVL Trees](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3762.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3763.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3764.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Nero's solution](#)

3765.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: math, number theory

[Nero's solution](#)

3766.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Nero's solution](#)

3767.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3768.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3769.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3770.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3771.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3772.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3773.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3774.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3775.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3776.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3777.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Nero's solution](#)

3778.

100540G

[Garden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-28 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3779.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3780.

100430I

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3781.

100430C

[Preparing Documents](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3782.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3783.

100430H

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

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

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3784.

100430J

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3785.

100430G

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3786.

100490E

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3787.

100490H

[High School Duels](#) · [Tutorial](#)

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3788.

100490J

[Jackpot](#) · [Tutorial](#)

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[Nero's solution](#)

3789.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3790.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3791.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3792.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2014-10-07 · Java 7 (first AC) · Tags: data structures

[Nero's solution](#)

3793.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3794.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3795.

100402F

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

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3796.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3797.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3798.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3799.

100402D

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

Rating: — · first AC: 2014-10-02 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3800.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-01 · last AC: 2014-10-01 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3801.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3802.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3803.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-25 · Java 7 (first AC) · Tags: —

[Nero's solution](#)

3804.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2014-03-18 · GNU C++ (first AC) · Tags: data structures

[Nero's solution](#)

3805.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3806.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3807.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · Java 6 (first AC) · Tags: —

[Nero's solution](#)

3808.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3809.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: —

[Nero's solution](#)

3810.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-03-10 · last AC: 2014-03-10 · GNU C++ (first AC) · Tags: dp, probabilities

[Nero's solution](#)

3811.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3812.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3813.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3814.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3815.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3816.

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · last AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3817.

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3818.

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)

3819.

100186L

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: —

[Nero's solution](#)