

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

<https://cfelitetracker.vercel.app>

Unique solved — Nutella3000

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

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

Filters: none

Count: 1,697

1.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

2.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

3.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Nutella3000's solution](#)

4.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

5.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

6.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Nutella3000's solution](#)

7.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

8.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

9.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Nutella3000's solution](#)

10.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

11.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Nutella3000's solution](#)

12.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Nutella3000's solution](#)

13.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Nutella3000's solution](#)

14.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

15.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Nutella3000's solution](#)

16.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,916 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

17.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nutella3000's solution](#)

18.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

19.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

20.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Nutella3000's solution](#)

21.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Nutella3000's solution](#)

22.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Nutella3000's solution](#)

23.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Nutella3000's solution](#)

24.

1769A

[B47Cm0Dò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[Nutella3000's solution](#)

25.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Nutella3000's solution](#)

26.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[Nutella3000's solution](#)

27.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Nutella3000's solution](#)

28.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

29.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)

30.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Nutella3000's solution](#)

31.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

32.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

33.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

34.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Nutella3000's solution](#)

35.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

36.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

37.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

38.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Nutella3000's solution](#)

39.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

40.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,551 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: implementation

[Nutella3000's solution](#)

41.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Nutella3000's solution](#)

42.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,977 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

- 43.**
339A
[Helpful Maths](#) · [Tutorial](#)
Quality: 275,341 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings, strings
[Nutella3000's solution](#)
- 44.**
112A
[Petya and Strings](#) · [Tutorial](#)
Quality: 287,243 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)
- 45.**
282A
[Bit++](#) · [Tutorial](#)
Quality: 358,274 global accepts · Rating: 800 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: implementation
[Nutella3000's solution](#)
- 46.**
1746B
[Rebellion](#) · [Tutorial](#)
Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Nutella3000's solution](#)
- 47.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Nutella3000's solution](#)
- 48.**
1738A
[Glory Addicts](#) · [Tutorial](#)
Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Nutella3000's solution](#)
- 49.**
1739A
[Immobile Knight](#) · [Tutorial](#)
Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Nutella3000's solution](#)
- 50.**
1717A
[Madoka and Strange Thoughts](#) · [Tutorial](#)
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Nutella3000's solution](#)
- 51.**
1722C
[Word Game](#) · [Tutorial](#)
Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Nutella3000's solution](#)
- 52.**
1722B
[Colourblindness](#) · [Tutorial](#)
Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Nutella3000's solution](#)
- 53.**
1722A
[Spell Check](#) · [Tutorial](#)
Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Nutella3000's solution](#)

54.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

55.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

56.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

57.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Nutella3000's solution](#)

58.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

59.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

60.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Nutella3000's solution](#)

61.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

62.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

63.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Nutella3000's solution](#)

64.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,641 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Nutella3000's solution](#)

65.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

66.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Nutella3000's solution](#)

67.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

68.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

69.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

70.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

71.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,534 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

72.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Nutella3000's solution](#)

73.

1652A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Nutella3000's solution](#)

74.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

75.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

76.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

77.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Nutella3000's solution](#)

78.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Nutella3000's solution](#)

79.

1616A

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

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

[Nutella3000's solution](#)

80.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Nutella3000's solution](#)

81.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

82.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

83.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

84.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nutella3000's solution](#)

85.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Nutella3000's solution](#)

86.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Nutella3000's solution](#)

87.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

88.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Nutella3000's solution](#)

89.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

90.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Nutella3000's solution](#)

91.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

92.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

93.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

94.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Nutella3000's solution](#)

95.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Nutella3000's solution](#)

96.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

97.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

98.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Nutella3000's solution](#)

99.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Nutella3000's solution](#)

100.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

101.

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

102.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Nutella3000's solution](#)

103.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Nutella3000's solution](#)

104.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

105.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

106.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

107.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

108.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Nutella3000's solution](#)

109.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

110.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

111.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Nutella3000's solution](#)

112.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

113.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Nutella3000's solution](#)

114.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

115.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

116.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

117.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

118.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

119.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

120.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Nutella3000's solution](#)

121.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

122.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

123.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

124.

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

125.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

126.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

127.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Nutella3000's solution](#)

128.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

129.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

130.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Nutella3000's solution](#)

131.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

132.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Nutella3000's solution](#)

133.

1391A

[Subarrays](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

134.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

135.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

136.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

137.

1388A

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

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

[Nutella3000's solution](#)

138.

1389A

[LCM Problem](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

139.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Nutella3000's solution](#)

140.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

141.

1385B

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

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

[Nutella3000's solution](#)

142.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Nutella3000's solution](#)

143.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

144.

1372A

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

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

[Nutella3000's solution](#)

145.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

146.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,942 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

147.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

148.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

149.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

150.

1353B

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

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

151.

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

152.

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

153.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nutella3000's solution](#)

154.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

155.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nutella3000's solution](#)

156.

1337A

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

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

157.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nutella3000's solution](#)

158.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

159.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

160.

1335A

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

Quality: 104,797 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Nutella3000's solution](#)

161.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Nutella3000's solution](#)

162.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Nutella3000's solution](#)

163.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Nutella3000's solution](#)

164.

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2019-10-02 · last AC: 2020-03-12 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

165.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[Nutella3000's solution](#)

166.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

167.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Nutella3000's solution](#)

168.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

169.

1231A

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

Rating: 800 · first AC: 2020-02-20 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

170.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-10-02 · last AC: 2020-02-19 · Java 8 (first AC) · Tags: implementation, sortings, strings

[Nutella3000's solution](#)

171.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: math, sortings

[Nutella3000's solution](#)

172.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

173.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

174.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

175.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

176.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

177.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

178.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,445 global accepts · Rating: 800 · first AC: 2020-01-05 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

179.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

180.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: brute force, greedy, math

[Nutella3000's solution](#)

181.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

182.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

183.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Nutella3000's solution](#)

184.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

185.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

186.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

187.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

188.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

189.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Nutella3000's solution](#)

190.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

191.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

192.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Nutella3000's solution](#)

193.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

194.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

195.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nutella3000's solution](#)

196.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

197.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

198.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,493 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

199.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Nutella3000's solution](#)

200.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

201.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

202.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

203.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

204.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

205.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Nutella3000's solution](#)

206.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

207.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Nutella3000's solution](#)

208.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

209.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,126 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

210.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,585 global accepts · Rating: 800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

211.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2019-10-28 · last AC: 2019-10-28 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

212.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: *special, implementation

[Nutella3000's solution](#)

213.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: brute force, greedy, math

[Nutella3000's solution](#)

214.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

215.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: *special, implementation, sortings

[Nutella3000's solution](#)

216.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

217.

1234A

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

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

218.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

219.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,956 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

220.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,417 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

221.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

222.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,327 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

223.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,520 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

224.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,526 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

225.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

226.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,987 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

227.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

228.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

229.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: games, math

[Nutella3000's solution](#)

230.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

231.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

232.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

233.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,086 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

234.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

235.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,950 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

236.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

237.

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

238.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

239.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: strings

[Nutella3000's solution](#)

240.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

241.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[Nutella3000's solution](#)

242.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: brute force, data structures, implementation

[Nutella3000's solution](#)

243.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-23 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

244.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

245.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

246.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

247.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

248.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · Java 8 (first AC) · Tags: brute force, greedy, strings

[Nutella3000's solution](#)

249.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

250.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2019-04-01 · last AC: 2019-04-01 · Java 8 (first AC) · Tags: *special, math

[Nutella3000's solution](#)

251.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

252.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

253.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Nutella3000's solution](#)

254.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,462 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Nutella3000's solution](#)

255.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

256.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

257.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: brute force, implementation, math

[Nutella3000's solution](#)

258.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

259.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-22 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

260.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-20 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

261.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

262.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

263.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

264.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Nutella3000's solution](#)

265.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Nutella3000's solution](#)

266.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

267.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

268.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Nutella3000's solution](#)

269.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

270.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Nutella3000's solution](#)

271.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

272.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

matrices

[Nutella3000's solution](#)

273.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

274.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Nutella3000's solution](#)

275.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

276.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Nutella3000's solution](#)

277.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Nutella3000's solution](#)

278.

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

[Nutella3000's solution](#)

279.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Nutella3000's solution](#)

280.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

281.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Nutella3000's solution](#)

282.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

283.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[Nutella3000's solution](#)

284.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[Nutella3000's solution](#)

285.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Nutella3000's solution](#)

286.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

287.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nutella3000's solution](#)

288.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Nutella3000's solution](#)

289.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Nutella3000's solution](#)

290.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Nutella3000's solution](#)

291.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

292.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)

293.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[Nutella3000's solution](#)

294.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games

[Nutella3000's solution](#)

295.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Nutella3000's solution](#)

296.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

297.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

298.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

299.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

300.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nutella3000's solution](#)

301.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

302.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Nutella3000's solution](#)

303.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

304.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

305.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Nutella3000's solution](#)

306.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Nutella3000's solution](#)

307.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: dp, implementation
[Nutella3000's solution](#)

308.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: math
[Nutella3000's solution](#)

309.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · Java 8 (first AC) · Tags: —
[Nutella3000's solution](#)

310.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-11-11 · Java 8 (first AC) · Tags: greedy, math, sortings
[Nutella3000's solution](#)

311.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: math
[Nutella3000's solution](#)

312.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2019-11-03 · Java 8 (first AC) · Tags: implementation, sortings
[Nutella3000's solution](#)

313.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2019-10-10 · Java 8 (first AC) · Tags: brute force, implementation, strings
[Nutella3000's solution](#)

314.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: math, number theory
[Nutella3000's solution](#)

315.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[Nutella3000's solution](#)

316.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

317.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

318.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

319.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-09 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

320.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

321.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

322.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

323.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: combinatorics, greedy

[Nutella3000's solution](#)

324.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-11 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

325.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Nutella3000's solution](#)

326.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Nutella3000's solution](#)

327.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 900 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

328.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

329.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-18 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

330.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

331.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

332.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Nutella3000's solution](#)

333.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nutella3000's solution](#)

334.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Nutella3000's solution](#)

335.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Nutella3000's solution](#)

336.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

337.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[Nutella3000's solution](#)

338.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Nutella3000's solution](#)

339.

1769B1

[A > 7068D > C\\$0C08CR DC 9C' > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math
[Nutella3000's solution](#)

340.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Nutella3000's solution](#)

341.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[Nutella3000's solution](#)

342.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2022-10-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)

343.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Nutella3000's solution](#)

344.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Nutella3000's solution](#)

345.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Nutella3000's solution](#)

346.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Nutella3000's solution](#)

347.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Nutella3000's solution](#)

348.

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

349.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

350.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Nutella3000's solution](#)

351.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

352.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

353.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Nutella3000's solution](#)

354.

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

[Nutella3000's solution](#)

355.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Nutella3000's solution](#)

356.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

357.

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

358.

476A

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

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

359.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Nutella3000's solution](#)

360.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

361.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

362.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Nutella3000's solution](#)

363.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[Nutella3000's solution](#)

364.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Nutella3000's solution](#)

365.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[Nutella3000's solution](#)

366.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[Nutella3000's solution](#)

367.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Nutella3000's solution](#)

368.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

369.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

370.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Nutella3000's solution](#)

371.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

372.

1231B

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

Rating: 1000 · first AC: 2020-02-20 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

373.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

374.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[Nutella3000's solution](#)

375.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

376.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-17 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

377.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

378.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

379.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-11-11 · Java 8 (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

380.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: dsu, math

[Nutella3000's solution](#)

381.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: brute force, strings, two pointers

[Nutella3000's solution](#)

382.

1247B1

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

Rating: 1000 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

383.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

384.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2019-11-02 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

385.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

386.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

387.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[Nutella3000's solution](#)

388.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: strings

[Nutella3000's solution](#)

389.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

390.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: brute force, greedy, math

[Nutella3000's solution](#)

391.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

392.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

393.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

394.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

395.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-23 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

396.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: binary search, brute force, math

[Nutella3000's solution](#)

397.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

398.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

399.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,197 global accepts · Rating: 1000 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

400.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Nutella3000's solution](#)

401.

1174A

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

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

[Nutella3000's solution](#)

402.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · Java 8 (first AC) · Tags: brute force, strings

[Nutella3000's solution](#)

403.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

404.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

405.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nutella3000's solution](#)

406.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

407.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

408.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-18 · Java 8 (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

409.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Nutella3000's solution](#)

410.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Nutella3000's solution](#)

411.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

412.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Nutella3000's solution](#)

413.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Nutella3000's solution](#)

414.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

415.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Nutella3000's solution](#)

416.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

417.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

418.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

419.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nutella3000's solution](#)

420.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

421.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,070 global accepts · Rating: 1100 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Nutella3000's solution](#)

422.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Nutella3000's solution](#)

423.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Nutella3000's solution](#)

424.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

425.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

426.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Nutella3000's solution](#)

427.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Nutella3000's solution](#)

428.

1616B

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

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

[Nutella3000's solution](#)

429.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Nutella3000's solution](#)

430.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

431.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Nutella3000's solution](#)

432.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

433.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

434.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Nutella3000's solution](#)

435.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[Nutella3000's solution](#)

436.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Nutella3000's solution](#)

437.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Nutella3000's solution](#)

438.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

439.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[Nutella3000's solution](#)

440.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Nutella3000's solution](#)

441.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Nutella3000's solution](#)

442.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[Nutella3000's solution](#)

443.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)

444.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

445.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

446.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Nutella3000's solution](#)

447.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

448.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

449.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Nutella3000's solution](#)

450.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

451.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Nutella3000's solution](#)

452.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Nutella3000's solution](#)

453.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Nutella3000's solution](#)

454.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Nutella3000's solution](#)

455.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Nutella3000's solution](#)

456.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

457.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

458.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

459.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

460.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Nutella3000's solution](#)

461.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Nutella3000's solution](#)

462.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2020-02-20 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

463.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: bitmasks, greedy

[Nutella3000's solution](#)

464.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Nutella3000's solution](#)

465.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[Nutella3000's solution](#)

466.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · Java 8 (first AC) · Tags: binary search, brute force, math, ternary search
[Nutella3000's solution](#)

467.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · Java 8 (first AC) · Tags: math
[Nutella3000's solution](#)

468.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-11-03 · Java 8 (first AC) · Tags: brute force, implementation
[Nutella3000's solution](#)

469.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: implementation, math, number theory
[Nutella3000's solution](#)

470.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: greedy, sortings
[Nutella3000's solution](#)

471.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: brute force, greedy
[Nutella3000's solution](#)

472.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[Nutella3000's solution](#)

473.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: brute force, math
[Nutella3000's solution](#)

474.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: data structures, implementation
[Nutella3000's solution](#)

475.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory
[Nutella3000's solution](#)

476.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation
[Nutella3000's solution](#)

477.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

478.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

479.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: sortings, strings

[Nutella3000's solution](#)

480.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Nutella3000's solution](#)

481.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

482.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Nutella3000's solution](#)

483.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Nutella3000's solution](#)

484.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Nutella3000's solution](#)

485.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Nutella3000's solution](#)

486.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

487.

1769C1

[A6500d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy

[Nutella3000's solution](#)

488.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Nutella3000's solution](#)

489.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

490.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Nutella3000's solution](#)

491.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Nutella3000's solution](#)

492.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Nutella3000's solution](#)

493.

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

494.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[Nutella3000's solution](#)

495.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[Nutella3000's solution](#)

496.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Nutella3000's solution](#)

497.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Nutella3000's solution](#)

498.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Nutella3000's solution](#)

499.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[Nutella3000's solution](#)

500.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
[Nutella3000's solution](#)

501.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Nutella3000's solution](#)

502.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Nutella3000's solution](#)

503.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

504.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[Nutella3000's solution](#)

505.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Nutella3000's solution](#)

506.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Nutella3000's solution](#)

507.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Nutella3000's solution](#)

508.

1294B

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

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Nutella3000's solution](#)

509.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[Nutella3000's solution](#)

510.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Nutella3000's solution](#)

511.

1133B

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

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

512.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

513.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

514.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

515.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Nutella3000's solution](#)

516.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

517.

1399C

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

Quality: 32,652 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Nutella3000's solution](#)

518.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

519.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nutella3000's solution](#)

520.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Nutella3000's solution](#)

521.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

522.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Nutella3000's solution](#)

523.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

524.

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Nutella3000's solution](#)

525.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

526.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Nutella3000's solution](#)

527.

1354B

[Ternary String](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

528.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Nutella3000's solution](#)

529.

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

530.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

531.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

532.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Nutella3000's solution](#)

533.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Nutella3000's solution](#)

534.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Nutella3000's solution](#)

535.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

536.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Nutella3000's solution](#)

537.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

538.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2019-10-23 · Java 8 (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

539.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: *special, greedy, two pointers

[Nutella3000's solution](#)

540.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[Nutella3000's solution](#)

541.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2019-10-10 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[Nutella3000's solution](#)

542.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-20 · Java 8 (first AC) · Tags: binary search, math

[Nutella3000's solution](#)

543.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: data structures, greedy

[Nutella3000's solution](#)

544.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

545.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

546.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

547.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

548.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

549.

1185B

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

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

550.

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Nutella3000's solution](#)

551.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nutella3000's solution](#)

552.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

553.

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[Nutella3000's solution](#)

554.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

555.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

556.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

557.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

558.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Nutella3000's solution](#)

559.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

560.

1769C2

[A670D: B CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[Nutella3000's solution](#)

561.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Nutella3000's solution](#)

562.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Nutella3000's solution](#)

563.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Nutella3000's solution](#)

564.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nutella3000's solution](#)

565.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Nutella3000's solution](#)

566.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

567.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Nutella3000's solution](#)

568.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[Nutella3000's solution](#)

569.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nutella3000's solution](#)

570.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Nutella3000's solution](#)

571.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Nutella3000's solution](#)

572.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Nutella3000's solution](#)

573.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Nutella3000's solution](#)

574.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Nutella3000's solution](#)

575.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Nutella3000's solution](#)

576.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nutella3000's solution](#)

577.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Nutella3000's solution](#)

578.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Nutella3000's solution](#)

579.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Nutella3000's solution](#)

580.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Nutella3000's solution](#)

581.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Nutella3000's solution](#)

582.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Nutella3000's solution](#)

583.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

584.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Nutella3000's solution](#)

585.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

586.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Nutella3000's solution](#)

587.

476B

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

Quality: 37,022 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Nutella3000's solution](#)

588.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

589.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Nutella3000's solution](#)

590.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

591.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Nutella3000's solution](#)

592.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

593.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

594.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Nutella3000's solution](#)

595.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

596.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

597.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

598.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

599.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

600.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Nutella3000's solution](#)

601.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Nutella3000's solution](#)

602.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Nutella3000's solution](#)

603.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: games, greedy, strings

[Nutella3000's solution](#)

604.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

605.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: geometry, greedy, math

[Nutella3000's solution](#)

606.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: dp, greedy, implementation

[Nutella3000's solution](#)

607.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: brute force, geometry, greedy, implementation

[Nutella3000's solution](#)

608.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

609.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: binary search, math

[Nutella3000's solution](#)

610.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[Nutella3000's solution](#)

611.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: dfs and similar, dsu, math

[Nutella3000's solution](#)

612.

1247B2

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

Rating: 1300 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: implementation, two pointers

[Nutella3000's solution](#)

613.

4C

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

Quality: 108,142 global accepts · Rating: 1300 · first AC: 2019-10-30 · Java 8 (first AC) · Tags: data structures, hashing, implementation

[Nutella3000's solution](#)

614.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2019-10-28 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

615.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2019-10-23 · Java 8 (first AC) · Tags: greedy, implementation, math
[Nutella3000's solution](#)

616.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: *special, implementation, math
[Nutella3000's solution](#)

617.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation
[Nutella3000's solution](#)

618.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings
[Nutella3000's solution](#)

619.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: data structures, implementation
[Nutella3000's solution](#)

620.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: math
[Nutella3000's solution](#)

621.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory
[Nutella3000's solution](#)

622.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · Java 8 (first AC) · Tags: binary search, math
[Nutella3000's solution](#)

623.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-14 · Java 8 (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

624.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-27 · Java 8 (first AC) · Tags: combinatorics, greedy, math
[Nutella3000's solution](#)

625.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-27 · Java 8 (first AC) · Tags: dp, strings
[Nutella3000's solution](#)

626.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

627.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: binary search, implementation, strings

[Nutella3000's solution](#)

628.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Nutella3000's solution](#)

629.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Nutella3000's solution](#)

630.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Nutella3000's solution](#)

631.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

632.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[Nutella3000's solution](#)

633.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Nutella3000's solution](#)

634.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[Nutella3000's solution](#)

635.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

636.

1008C

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

Rating: 1300 · first AC: 2018-07-18 · Java 8 (first AC) · Tags: combinatorics, math

[Nutella3000's solution](#)

637.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nutella3000's solution](#)

638.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · Java 8 (first AC) · Tags: brute force, implementation, math

[Nutella3000's solution](#)

639.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · Java 8 (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

640.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Nutella3000's solution](#)

641.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

642.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Nutella3000's solution](#)

643.

1769B2

[A > 0 8 D | > C \\$ 0 C 0 8 C R D C 9 C ' > C " ' •](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[Nutella3000's solution](#)

644.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Nutella3000's solution](#)

645.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Nutella3000's solution](#)

646.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Nutella3000's solution](#)

647.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Nutella3000's solution](#)

648.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nutella3000's solution](#)

649.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Nutella3000's solution](#)

650.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Nutella3000's solution](#)

651.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

652.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Nutella3000's solution](#)

653.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Nutella3000's solution](#)

654.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Nutella3000's solution](#)

655.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Nutella3000's solution](#)

656.

1609C

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

Quality: 10,458 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

[Nutella3000's solution](#)

657.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Nutella3000's solution](#)

658.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nutella3000's solution](#)

659.

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

[Nutella3000's solution](#)

660.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Nutella3000's solution](#)

661.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Nutella3000's solution](#)

662.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

663.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

664.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Nutella3000's solution](#)

665.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Nutella3000's solution](#)

666.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Nutella3000's solution](#)

667.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Nutella3000's solution](#)

668.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

669.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Nutella3000's solution](#)

670.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Nutella3000's solution](#)

671.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[Nutella3000's solution](#)

672.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Nutella3000's solution](#)

673.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[Nutella3000's solution](#)

674.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Nutella3000's solution](#)

675.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Nutella3000's solution](#)

676.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[Nutella3000's solution](#)

677.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[Nutella3000's solution](#)

678.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Nutella3000's solution](#)

679.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

680.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[Nutella3000's solution](#)

681.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nutella3000's solution](#)

682.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

683.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Nutella3000's solution](#)

684.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

685.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nutella3000's solution](#)

686.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Nutella3000's solution](#)

687.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Nutella3000's solution](#)

688.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Nutella3000's solution](#)

689.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[Nutella3000's solution](#)

690.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-14 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

691.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

692.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · Java 8 (first AC) · Tags: data structures, dsu, implementation

[Nutella3000's solution](#)

693.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

694.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Nutella3000's solution](#)

695.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

696.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

697.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · Java 8 (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

698.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

699.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

700.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2019-11-03 · Java 8 (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

701.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-11-02 · Java 8 (first AC) · Tags: combinatorics, greedy, implementation, math

[Nutella3000's solution](#)

702.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: dp

[Nutella3000's solution](#)

703.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-11-01 · Java 8 (first AC) · Tags: dp, greedy, implementation

[Nutella3000's solution](#)

704.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: *special, implementation

[Nutella3000's solution](#)

705.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

706.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

707.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

708.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-09 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[Nutella3000's solution](#)

709.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · Java 8 (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

710.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: dp

[Nutella3000's solution](#)

711.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: implementation, two pointers

[Nutella3000's solution](#)

712.

1167C

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

Quality: 26,001 global accepts · Rating: 1400 · first AC: 2019-05-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[Nutella3000's solution](#)

713.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · Java 8 (first AC) · Tags: brute force, divide and conquer, interactive, math

[Nutella3000's solution](#)

714.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: dfs and similar, trees

[Nutella3000's solution](#)

715.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

716.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

717.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

718.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-22 · Java 8 (first AC) · Tags: implementation, sortings

[Nutella3000's solution](#)

719.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Nutella3000's solution](#)

720.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Nutella3000's solution](#)

721.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Nutella3000's solution](#)

722.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

723.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Nutella3000's solution](#)

724.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

725.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Nutella3000's solution](#)

726.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Nutella3000's solution](#)

727.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Nutella3000's solution](#)

728.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[Nutella3000's solution](#)

729.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Nutella3000's solution](#)

730.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Nutella3000's solution](#)

731.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[Nutella3000's solution](#)

732.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Nutella3000's solution](#)

733.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Nutella3000's solution](#)

734.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Nutella3000's solution](#)

735.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Nutella3000's solution](#)

736.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

737.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Nutella3000's solution](#)

738.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Nutella3000's solution](#)

739.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Nutella3000's solution](#)

740.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[Nutella3000's solution](#)

741.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[Nutella3000's solution](#)

742.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Nutella3000's solution](#)

743.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Nutella3000's solution](#)

744.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[Nutella3000's solution](#)

745.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[Nutella3000's solution](#)

746.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Nutella3000's solution](#)

747.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

748.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[Nutella3000's solution](#)

749.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Nutella3000's solution](#)

750.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[Nutella3000's solution](#)

751.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

752.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nutella3000's solution](#)

753.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Nutella3000's solution](#)

754.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

755.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Nutella3000's solution](#)

756.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Nutella3000's solution](#)

757.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Nutella3000's solution](#)

758.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

759.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2020-08-14 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

760.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Nutella3000's solution](#)

761.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Nutella3000's solution](#)

762.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Nutella3000's solution](#)

763.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nutella3000's solution](#)

764.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Nutella3000's solution](#)

765.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Nutella3000's solution](#)

766.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Nutella3000's solution](#)

767.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Nutella3000's solution](#)

768.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

769.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Nutella3000's solution](#)

770.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[Nutella3000's solution](#)

771.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Nutella3000's solution](#)

772.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

773.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Nutella3000's solution](#)

774.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Nutella3000's solution](#)

775.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Nutella3000's solution](#)

776.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

777.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: brute force, implementation

[Nutella3000's solution](#)

778.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

779.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: brute force, dp, math, strings

[Nutella3000's solution](#)

780.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Nutella3000's solution](#)

781.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: binary search, greedy, ternary search

[Nutella3000's solution](#)

782.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: brute force, greedy, math
[Nutella3000's solution](#)

783.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees
[Nutella3000's solution](#)

784.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: greedy, sortings
[Nutella3000's solution](#)

785.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: data structures, implementation
[Nutella3000's solution](#)

786.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · Java 8 (first AC) · Tags: brute force, data structures, implementation
[Nutella3000's solution](#)

787.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · Java 8 (first AC) · Tags: greedy, implementation
[Nutella3000's solution](#)

788.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-17 · Java 8 (first AC) · Tags: dp, greedy, math, sortings
[Nutella3000's solution](#)

789.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Nutella3000's solution](#)

790.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: greedy
[Nutella3000's solution](#)

791.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2019-10-30 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[Nutella3000's solution](#)

792.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-23 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs
[Nutella3000's solution](#)

793.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: *special, dfs and similar, graphs, implementation
[Nutella3000's solution](#)

794.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: combinatorics, math
[Nutella3000's solution](#)

795.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: dp, implementation
[Nutella3000's solution](#)

796.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation
[Nutella3000's solution](#)

797.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers
[Nutella3000's solution](#)

798.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: dp, greedy
[Nutella3000's solution](#)

799.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-09 · Java 8 (first AC) · Tags: greedy, math
[Nutella3000's solution](#)

800.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: combinatorics, math, number theory
[Nutella3000's solution](#)

801.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: math
[Nutella3000's solution](#)

802.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, implementation
[Nutella3000's solution](#)

803.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2019-05-31 · Java 8 (first AC) · Tags: graphs
[Nutella3000's solution](#)

804.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-18 · Java 8 (first AC) · Tags: binary search, sortings, two pointers

[Nutella3000's solution](#)

805.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

806.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

807.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nutella3000's solution](#)

808.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Nutella3000's solution](#)

809.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nutella3000's solution](#)

810.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

811.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

812.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

813.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-06 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[Nutella3000's solution](#)

814.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, sortings

[Nutella3000's solution](#)

815.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nutella3000's solution](#)

816.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[Nutella3000's solution](#)

817.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Nutella3000's solution](#)

818.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Nutella3000's solution](#)

819.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Nutella3000's solution](#)

820.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Nutella3000's solution](#)

821.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

822.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

823.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Nutella3000's solution](#)

824.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, interactive

[Nutella3000's solution](#)

825.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Nutella3000's solution](#)

826.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Nutella3000's solution](#)

827.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Nutella3000's solution](#)

828.

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

[Nutella3000's solution](#)

829.

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

[Nutella3000's solution](#)

830.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Nutella3000's solution](#)

831.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

832.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Nutella3000's solution](#)

833.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Nutella3000's solution](#)

834.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Nutella3000's solution](#)

835.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

836.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Nutella3000's solution](#)

837.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Nutella3000's solution](#)

838.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

839.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nutella3000's solution](#)

840.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Nutella3000's solution](#)

841.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

842.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Nutella3000's solution](#)

843.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Nutella3000's solution](#)

844.

168C

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

Rating: 1600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

845.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Nutella3000's solution](#)

846.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

847.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Nutella3000's solution](#)

848.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Nutella3000's solution](#)

849.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Nutella3000's solution](#)

850.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Nutella3000's solution](#)

851.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

852.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Nutella3000's solution](#)

853.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

854.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Nutella3000's solution](#)

855.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Nutella3000's solution](#)

856.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Nutella3000's solution](#)

857.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Nutella3000's solution](#)

858.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

859.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Nutella3000's solution](#)

860.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Nutella3000's solution](#)

861.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Nutella3000's solution](#)

862.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Nutella3000's solution](#)

863.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

864.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · Java 8 (first AC) · Tags: brute force, combinatorics, math, number theory

[Nutella3000's solution](#)

865.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: brute force, math, sortings
[Nutella3000's solution](#)

866.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: greedy, implementation
[Nutella3000's solution](#)

867.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-14 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation
[Nutella3000's solution](#)

868.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · Java 8 (first AC) · Tags: combinatorics, dp
[Nutella3000's solution](#)

869.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: combinatorics, math
[Nutella3000's solution](#)

870.

1251C

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

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: greedy, two pointers
[Nutella3000's solution](#)

871.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2019-10-30 · Java 8 (first AC) · Tags: dp, two pointers
[Nutella3000's solution](#)

872.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: bitmasks, brute force, math
[Nutella3000's solution](#)

873.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: binary search, math
[Nutella3000's solution](#)

874.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[Nutella3000's solution](#)

875.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, ternary search
[Nutella3000's solution](#)

876.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Nutella3000's solution](#)

877.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: data structures

[Nutella3000's solution](#)

878.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: greedy, math

[Nutella3000's solution](#)

879.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

880.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: two pointers

[Nutella3000's solution](#)

881.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

882.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Nutella3000's solution](#)

883.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Nutella3000's solution](#)

884.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-06-04 · last AC: 2019-06-04 · Java 8 (first AC) · Tags: greedy, math, sortings

[Nutella3000's solution](#)

885.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: binary search, brute force, two pointers

[Nutella3000's solution](#)

886.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-11 · Java 8 (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

887.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Nutella3000's solution](#)

888.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

889.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

890.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: greedy

[Nutella3000's solution](#)

891.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

892.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

893.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: brute force, greedy, number theory

[Nutella3000's solution](#)

894.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nutella3000's solution](#)

895.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Nutella3000's solution](#)

896.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Nutella3000's solution](#)

897.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[Nutella3000's solution](#)

898.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[Nutella3000's solution](#)

899.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Nutella3000's solution](#)

900.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Nutella3000's solution](#)

901.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[Nutella3000's solution](#)

902.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Nutella3000's solution](#)

903.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, trees
[Nutella3000's solution](#)

904.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[Nutella3000's solution](#)

905.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Nutella3000's solution](#)

906.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[Nutella3000's solution](#)

907.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Nutella3000's solution](#)

908.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[Nutella3000's solution](#)

909.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[Nutella3000's solution](#)

910.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[Nutella3000's solution](#)

911.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Nutella3000's solution](#)

912.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[Nutella3000's solution](#)

913.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[Nutella3000's solution](#)

914.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Nutella3000's solution](#)

915.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search
[Nutella3000's solution](#)

916.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[Nutella3000's solution](#)

917.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Nutella3000's solution](#)

918.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Nutella3000's solution](#)

919.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Nutella3000's solution](#)

920.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Nutella3000's solution](#)

921.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Nutella3000's solution](#)

922.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Nutella3000's solution](#)

923.

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

[Nutella3000's solution](#)

924.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Nutella3000's solution](#)

925.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Nutella3000's solution](#)

926.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Nutella3000's solution](#)

927.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[Nutella3000's solution](#)

928.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[Nutella3000's solution](#)

929.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[Nutella3000's solution](#)

930.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[Nutella3000's solution](#)

931.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[Nutella3000's solution](#)

932.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[Nutella3000's solution](#)

933.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Nutella3000's solution](#)

934.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Nutella3000's solution](#)

935.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-29 · Java 8 (first AC) · Tags: data structures, greedy, sortings
[Nutella3000's solution](#)

936.

1231D

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-20 · Java 8 (first AC) · Tags: brute force, graphs
[Nutella3000's solution](#)

937.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: games, greedy, math

[Nutella3000's solution](#)

938.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: brute force, dp, shortest paths

[Nutella3000's solution](#)

939.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Nutella3000's solution](#)

940.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · Java 8 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Nutella3000's solution](#)

941.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

942.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

943.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: greedy, math, number theory

[Nutella3000's solution](#)

944.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-17 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Nutella3000's solution](#)

945.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Nutella3000's solution](#)

946.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: dp, shortest paths

[Nutella3000's solution](#)

947.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

948.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-03 · Java 8 (first AC) · Tags: binary search, math

[Nutella3000's solution](#)

949.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-10-27 · Java 8 (first AC) · Tags: *special

[Nutella3000's solution](#)

950.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Nutella3000's solution](#)

951.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2019-10-14 · last AC: 2019-10-14 · Java 8 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Nutella3000's solution](#)

952.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Nutella3000's solution](#)

953.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: binary search, greedy, strings

[Nutella3000's solution](#)

954.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

955.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

956.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[Nutella3000's solution](#)

957.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force

[Nutella3000's solution](#)

958.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Nutella3000's solution](#)

959.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · Java 8 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Nutella3000's solution](#)

960.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Nutella3000's solution](#)

961.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: binary search, greedy

[Nutella3000's solution](#)

962.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Nutella3000's solution](#)

963.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Nutella3000's solution](#)

964.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Nutella3000's solution](#)

965.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Nutella3000's solution](#)

966.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Nutella3000's solution](#)

967.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

968.

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute

force, dp

[Nutella3000's solution](#)

969.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Nutella3000's solution](#)

970.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Nutella3000's solution](#)

971.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Nutella3000's solution](#)

972.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nutella3000's solution](#)

973.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Nutella3000's solution](#)

974.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Nutella3000's solution](#)

975.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Nutella3000's solution](#)

976.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Nutella3000's solution](#)

977.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Nutella3000's solution](#)

978.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Nutella3000's solution](#)

979.

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

[Nutella3000's solution](#)

980.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Nutella3000's solution](#)

981.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Nutella3000's solution](#)

982.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Nutella3000's solution](#)

983.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

984.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Nutella3000's solution](#)

985.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Nutella3000's solution](#)

986.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Nutella3000's solution](#)

987.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

988.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Nutella3000's solution](#)

989.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Nutella3000's solution](#)

990.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[Nutella3000's solution](#)

991.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Nutella3000's solution](#)

992.

168D

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

Rating: 1800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Nutella3000's solution](#)

993.

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

994.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Nutella3000's solution](#)

995.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Nutella3000's solution](#)

996.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Nutella3000's solution](#)

997.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Nutella3000's solution](#)

998.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

999.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Nutella3000's solution](#)

1000.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Nutella3000's solution](#)

1001.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Nutella3000's solution](#)

1002.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Nutella3000's solution](#)

1003.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Nutella3000's solution](#)

1004.

1327E

[Count The Blocks](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

1005.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Nutella3000's solution](#)

1006.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nutella3000's solution](#)

1007.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Nutella3000's solution](#)

1008.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: dp

[Nutella3000's solution](#)

1009.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Nutella3000's solution](#)

1010.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Nutella3000's solution](#)

1011.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: geometry

[Nutella3000's solution](#)

1012.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Nutella3000's solution](#)

1013.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · Java 8 (first AC) · Tags: greedy, sortings, two pointers

[Nutella3000's solution](#)

1014.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

1015.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · Java 8 (first AC) · Tags: constructive algorithms, strings

[Nutella3000's solution](#)

1016.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Nutella3000's solution](#)

1017.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[Nutella3000's solution](#)

1018.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

1019.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: hashing, implementation, math

[Nutella3000's solution](#)

1020.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: binary search, greedy, implementation, strings

[Nutella3000's solution](#)

1021.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2019-10-10 · Java 8 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Nutella3000's solution](#)

1022.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Nutella3000's solution](#)

1023.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

1024.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: combinatorics

[Nutella3000's solution](#)

1025.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[Nutella3000's solution](#)

1026.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: games

[Nutella3000's solution](#)

1027.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

1028.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · Java 8 (first AC) · Tags: implementation, math

[Nutella3000's solution](#)

1029.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

1030.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

1031.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

[Nutella3000's solution](#)

1032.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-04-01 · Java 8 (first AC) · Tags: *special, probabilities

[Nutella3000's solution](#)

1033.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Nutella3000's solution](#)

1034.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Nutella3000's solution](#)

1035.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Nutella3000's solution](#)

1036.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Nutella3000's solution](#)

1037.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Nutella3000's solution](#)

1038.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Nutella3000's solution](#)

1039.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Nutella3000's solution](#)

1040.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Nutella3000's solution](#)

1041.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

1042.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Nutella3000's solution](#)

1043.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Nutella3000's solution](#)

1044.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Nutella3000's solution](#)

1045.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Nutella3000's solution](#)

1046.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Nutella3000's solution](#)

1047.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Nutella3000's solution](#)

1048.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Nutella3000's solution](#)

1049.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Nutella3000's solution](#)

1050.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Nutella3000's solution](#)

1051.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Nutella3000's solution](#)

1052.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Nutella3000's solution](#)

1053.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Nutella3000's solution](#)

1054.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Nutella3000's solution](#)

1055.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Nutella3000's solution](#)

1056.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Nutella3000's solution](#)

1057.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Nutella3000's solution](#)

1058.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Nutella3000's solution](#)

1059.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Nutella3000's solution](#)

1060.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Nutella3000's solution](#)

1061.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Nutella3000's solution](#)

1062.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Nutella3000's solution](#)

1063.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Nutella3000's solution](#)

1064.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Nutella3000's solution](#)

1065.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Nutella3000's solution](#)

1066.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Nutella3000's solution](#)

1067.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Nutella3000's solution](#)

1068.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Nutella3000's solution](#)

1069.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Nutella3000's solution](#)

1070.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nutella3000's solution](#)

1071.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Nutella3000's solution](#)

1072.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Nutella3000's solution](#)

1073.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Nutella3000's solution](#)

1074.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Nutella3000's solution](#)

1075.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Nutella3000's solution](#)

1076.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Nutella3000's solution](#)

1077.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

1078.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Nutella3000's solution](#)

1079.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Nutella3000's solution](#)

1080.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Nutella3000's solution](#)

1081.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Nutella3000's solution](#)

1082.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Nutella3000's solution](#)

1083.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Nutella3000's solution](#)

1084.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Nutella3000's solution](#)

1085.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Nutella3000's solution](#)

1086.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: bitmasks, math, number theory

[Nutella3000's solution](#)

1087.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: brute force, constructive algorithms

[Nutella3000's solution](#)

1088.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Nutella3000's solution](#)

1089.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Nutella3000's solution](#)

1090.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-14 · Java 8 (first AC) · Tags: bitmasks, greedy

[Nutella3000's solution](#)

1091.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Nutella3000's solution](#)

1092.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Nutella3000's solution](#)

1093.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy

[Nutella3000's solution](#)

1094.

1260D

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

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: binary search, dp, greedy, sortings

[Nutella3000's solution](#)

1095.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: binary search, greedy, sortings

[Nutella3000's solution](#)

1096.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Nutella3000's solution](#)

1097.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2019-10-28 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Nutella3000's solution](#)

1098.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, strings

[Nutella3000's solution](#)

1099.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Nutella3000's solution](#)

1100.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Nutella3000's solution](#)

1101.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: data structures, geometry, implementation, math
[Nutella3000's solution](#)

1102.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2019-09-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math
[Nutella3000's solution](#)

1103.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2019-09-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math
[Nutella3000's solution](#)

1104.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2019-09-27 · Java 8 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[Nutella3000's solution](#)

1105.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: dfs and similar, dp, flows, hashing
[Nutella3000's solution](#)

1106.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation
[Nutella3000's solution](#)

1107.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: bitmasks, interactive, math
[Nutella3000's solution](#)

1108.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[Nutella3000's solution](#)

1109.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[Nutella3000's solution](#)

1110.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-23 · Java 8 (first AC) · Tags: dp, greedy, math
[Nutella3000's solution](#)

1111.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,065 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Nutella3000's solution](#)

1112.

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Nutella3000's solution](#)

1113.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: brute force, two pointers

[Nutella3000's solution](#)

1114.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-01 · Java 8 (first AC) · Tags: bitmasks, math, number theory, strings

[Nutella3000's solution](#)

1115.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Nutella3000's solution](#)

1116.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Nutella3000's solution](#)

1117.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

1118.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

1119.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Nutella3000's solution](#)

1120.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Nutella3000's solution](#)

1121.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Nutella3000's solution](#)

1122.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Nutella3000's solution](#)**1123.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Nutella3000's solution](#)**1124.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Nutella3000's solution](#)**1125.**

1616D

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

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

[Nutella3000's solution](#)**1126.**

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

[Nutella3000's solution](#)**1127.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[Nutella3000's solution](#)**1128.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Nutella3000's solution](#)**1129.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Nutella3000's solution](#)**1130.**

1458B

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

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

[Nutella3000's solution](#)**1131.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Nutella3000's solution](#)

1132.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Nutella3000's solution](#)

1133.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Nutella3000's solution](#)

1134.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Nutella3000's solution](#)

1135.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

1136.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nutella3000's solution](#)

1137.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Nutella3000's solution](#)

1138.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

1139.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Nutella3000's solution](#)

1140.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[Nutella3000's solution](#)

1141.

88E

[Interesting Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1142.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Nutella3000's solution](#)

1143.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2020-08-11 · last AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Nutella3000's solution](#)

1144.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Nutella3000's solution](#)

1145.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Nutella3000's solution](#)

1146.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Nutella3000's solution](#)

1147.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Nutella3000's solution](#)

1148.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nutella3000's solution](#)

1149.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Nutella3000's solution](#)

1150.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Nutella3000's solution](#)

1151.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

1152.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Nutella3000's solution](#)

1153.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Nutella3000's solution](#)

1154.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Nutella3000's solution](#)

1155.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Nutella3000's solution](#)

1156.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Nutella3000's solution](#)

1157.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: constructive algorithms, graphs, implementation

[Nutella3000's solution](#)

1158.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · Java 8 (first AC) · Tags: data structures, dp

[Nutella3000's solution](#)

1159.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · Java 8 (first AC) · Tags: data structures

[Nutella3000's solution](#)

1160.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · Java 8 (first AC) · Tags: binary search, bitmasks, dp

[Nutella3000's solution](#)

1161.

501D

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

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: data structures

[Nutella3000's solution](#)

1162.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2019-12-23 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[Nutella3000's solution](#)

1163.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2019-12-23 · Java 8 (first AC) · Tags: binary search, dp
[Nutella3000's solution](#)

1164.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: dp, greedy, sortings
[Nutella3000's solution](#)

1165.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: dp, strings
[Nutella3000's solution](#)

1166.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers
[Nutella3000's solution](#)

1167.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math
[Nutella3000's solution](#)

1168.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, trees
[Nutella3000's solution](#)

1169.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: data structures, dp, greedy
[Nutella3000's solution](#)

1170.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[Nutella3000's solution](#)

1171.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: brute force, math, number theory
[Nutella3000's solution](#)

1172.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-11-11 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation
[Nutella3000's solution](#)

1173.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: constructive algorithms, sortings, strings
[Nutella3000's solution](#)

1174.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: dp, greedy, sortings
[Nutella3000's solution](#)

1175.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-10-24 · Java 8 (first AC) · Tags: brute force, data structures, dsu, number theory
[Nutella3000's solution](#)

1176.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2019-10-12 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[Nutella3000's solution](#)

1177.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2019-10-10 · Java 8 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Nutella3000's solution](#)

1178.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: dp, greedy, two pointers
[Nutella3000's solution](#)

1179.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: brute force, greedy, math
[Nutella3000's solution](#)

1180.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: dp, greedy, math, number theory
[Nutella3000's solution](#)

1181.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2019-09-27 · Java 8 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[Nutella3000's solution](#)

1182.

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-09-27 · Java 8 (first AC) · Tags: dp, math
[Nutella3000's solution](#)

1183.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[Nutella3000's solution](#)

1184.

1209E1

[Rotate Columns \(easy version\) · Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[Nutella3000's solution](#)

1185.

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-05 · Java 8 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[Nutella3000's solution](#)

1186.

1204D1

[Kirk and a Binary String \(easy version\) · Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: brute force, greedy, strings
[Nutella3000's solution](#)

1187.

1200E

[Compress Words · Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[Nutella3000's solution](#)

1188.

1199E

[Matching vs Independent Set · Tutorial](#)

Rating: 2000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy
[Nutella3000's solution](#)

1189.

1183G

[Candy Box \(hard version\) · Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[Nutella3000's solution](#)

1190.

1147C

[Thanos Nim · Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2019-05-31 · Java 8 (first AC) · Tags: games
[Nutella3000's solution](#)

1191.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: binary search, greedy, implementation
[Nutella3000's solution](#)

1192.

1157F

[Maximum Balanced Circle · Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-05-01 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[Nutella3000's solution](#)

1193.

317B

[Ants · Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Nutella3000's solution](#)

1194.

662D

[International Olympiad · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[Nutella3000's solution](#)

1195.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Nutella3000's solution](#)

1196.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Nutella3000's solution](#)

1197.

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

[Nutella3000's solution](#)

1198.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Nutella3000's solution](#)

1199.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Nutella3000's solution](#)

1200.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Nutella3000's solution](#)

1201.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Nutella3000's solution](#)

1202.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Nutella3000's solution](#)

1203.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nutella3000's solution](#)

1204.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Nutella3000's solution](#)

1205.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[Nutella3000's solution](#)

1206.

1650G

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

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

[Nutella3000's solution](#)

1207.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Nutella3000's solution](#)

1208.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Nutella3000's solution](#)

1209.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Nutella3000's solution](#)

1210.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Nutella3000's solution](#)

1211.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Nutella3000's solution](#)

1212.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Nutella3000's solution](#)

1213.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Nutella3000's solution](#)

1214.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Nutella3000's solution](#)

1215.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Nutella3000's solution](#)

1216.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Nutella3000's solution](#)

1217.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Nutella3000's solution](#)

1218.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Nutella3000's solution](#)

1219.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Nutella3000's solution](#)

1220.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Nutella3000's solution](#)

1221.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Nutella3000's solution](#)

1222.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Nutella3000's solution](#)

1223.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Nutella3000's solution](#)

1224.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Nutella3000's solution](#)

1225.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs

[Nutella3000's solution](#)

1226.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Nutella3000's solution](#)

1227.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Nutella3000's solution](#)

1228.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Nutella3000's solution](#)

1229.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Nutella3000's solution](#)

1230.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Nutella3000's solution](#)

1231.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nutella3000's solution](#)

1232.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[Nutella3000's solution](#)

1233.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Nutella3000's solution](#)

1234.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Nutella3000's solution](#)

1235.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Nutella3000's solution](#)

1236.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Nutella3000's solution](#)

1237.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

1238.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Nutella3000's solution](#)

1239.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: data structures, greedy, math, strings

[Nutella3000's solution](#)

1240.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: greedy

[Nutella3000's solution](#)

1241.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Nutella3000's solution](#)

1242.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Nutella3000's solution](#)

1243.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · Java 8 (first AC) · Tags: binary search, data structures, hashing, sortings

[Nutella3000's solution](#)

1244.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-12-23 · Java 8 (first AC) · Tags: combinatorics, dp

[Nutella3000's solution](#)

1245.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Nutella3000's solution](#)

1246.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: flows, graphs, math

[Nutella3000's solution](#)

1247.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees

[Nutella3000's solution](#)

1248.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Nutella3000's solution](#)

1249.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Nutella3000's solution](#)

1250.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2019-10-28 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Nutella3000's solution](#)

1251.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Nutella3000's solution](#)

1252.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2019-10-10 · Java 8 (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

1253.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: dp, sortings, trees

[Nutella3000's solution](#)

1254.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: brute force, dp, math, number theory, trees

[Nutella3000's solution](#)

1255.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Nutella3000's solution](#)

1256.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Nutella3000's solution](#)

1257.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Nutella3000's solution](#)

1258.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Nutella3000's solution](#)

1259.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Nutella3000's solution](#)

1260.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Nutella3000's solution](#)

1261.

1159E

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

Rating: 2100 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, math

[Nutella3000's solution](#)

1262.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Nutella3000's solution](#)

1263.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Nutella3000's solution](#)

1264.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Nutella3000's solution](#)

1265.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Nutella3000's solution](#)

1266.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Nutella3000's solution](#)

1267.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Nutella3000's solution](#)

1268.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Nutella3000's solution](#)

1269.

1769D2

[A,3D00A CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Nutella3000's solution](#)

1270.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Nutella3000's solution](#)

1271.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Nutella3000's solution](#)

1272.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

1273.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Nutella3000's solution](#)

1274.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Nutella3000's solution](#)

1275.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Nutella3000's solution](#)

1276.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Nutella3000's solution](#)

1277.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Nutella3000's solution](#)

1278.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Nutella3000's solution](#)

1279.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Nutella3000's solution](#)

1280.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Nutella3000's solution](#)

1281.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Nutella3000's solution](#)

1282.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Nutella3000's solution](#)

1283.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Nutella3000's solution](#)

1284.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Nutella3000's solution](#)

1285.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Nutella3000's solution](#)

1286.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Nutella3000's solution](#)

1287.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Nutella3000's solution](#)

1288.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Nutella3000's solution](#)

1289.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Nutella3000's solution](#)

1290.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[Nutella3000's solution](#)

1291.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Nutella3000's solution](#)

1292.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Nutella3000's solution](#)

1293.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Nutella3000's solution](#)

1294.

1384B2

[Koa and the Beach \(Hard Version\) · Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Nutella3000's solution](#)

1295.

1373E

[Sum of Digits · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Nutella3000's solution](#)

1296.

1353F

[Decreasing Heights · Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Nutella3000's solution](#)

1297.

1334E

[Divisor Paths · Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Nutella3000's solution](#)

1298.

1333F

[Kate and imperfection · Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Nutella3000's solution](#)

1299.

1336C

[Kaavi and Magic Spell · Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Nutella3000's solution](#)

1300.

1335F

[Robots on a Grid · Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Nutella3000's solution](#)

1301.

1338C

[Perfect Triples · Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Nutella3000's solution](#)

1302.

1328F

[Make k Equal · Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Nutella3000's solution](#)

1303.

1327D

[Infinite Path · Tutorial](#)

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

[Nutella3000's solution](#)

1304.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Nutella3000's solution](#)

1305.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Nutella3000's solution](#)

1306.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Nutella3000's solution](#)

1307.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Nutella3000's solution](#)

1308.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-14 · Java 8 (first AC) · Tags: dp, strings

[Nutella3000's solution](#)

1309.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2019-12-23 · Java 8 (first AC) · Tags: binary search, dp, greedy

[Nutella3000's solution](#)

1310.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: data structures

[Nutella3000's solution](#)

1311.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings

[Nutella3000's solution](#)

1312.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-08 · Java 8 (first AC) · Tags: dp, trees

[Nutella3000's solution](#)

1313.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: data structures, dp

[Nutella3000's solution](#)

1314.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-28 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp

[Nutella3000's solution](#)

1315.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Nutella3000's solution](#)

1316.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: bitmasks, dp

[Nutella3000's solution](#)

1317.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

[Nutella3000's solution](#)

1318.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Nutella3000's solution](#)

1319.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Nutella3000's solution](#)

1320.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Nutella3000's solution](#)

1321.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Nutella3000's solution](#)

1322.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Nutella3000's solution](#)

1323.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Nutella3000's solution](#)

1324.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Nutella3000's solution](#)

1325.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Nutella3000's solution](#)

1326.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Nutella3000's solution](#)

1327.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[Nutella3000's solution](#)

1328.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Nutella3000's solution](#)

1329.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[Nutella3000's solution](#)

1330.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Nutella3000's solution](#)

1331.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Nutella3000's solution](#)

1332.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Nutella3000's solution](#)

1333.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Nutella3000's solution](#)

1334.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Nutella3000's solution](#)

1335.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Nutella3000's solution](#)

1336.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · last AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Nutella3000's solution](#)

1337.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Nutella3000's solution](#)

1338.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Nutella3000's solution](#)

1339.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Nutella3000's solution](#)

1340.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Nutella3000's solution](#)

1341.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Nutella3000's solution](#)

1342.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, two pointers

[Nutella3000's solution](#)

1343.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Nutella3000's solution](#)

1344.

168E

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

Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Nutella3000's solution](#)

1345.

937E

[Lock Puzzle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Nutella3000's solution](#)

1346.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Nutella3000's solution](#)

1347.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Nutella3000's solution](#)

1348.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Nutella3000's solution](#)

1349.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Nutella3000's solution](#)

1350.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Nutella3000's solution](#)

1351.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Nutella3000's solution](#)

1352.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Nutella3000's solution](#)

1353.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Nutella3000's solution](#)

1354.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Nutella3000's solution](#)

1355.

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory

[Nutella3000's solution](#)

1356.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

1357.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Nutella3000's solution](#)

1358.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Nutella3000's solution](#)

1359.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: data structures, math, matrices

[Nutella3000's solution](#)

1360.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-25 · Java 8 (first AC) · Tags: constructive algorithms, interactive, strings

[Nutella3000's solution](#)

1361.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-12-23 · Java 8 (first AC) · Tags: dp

[Nutella3000's solution](#)

1362.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: data structures, math

[Nutella3000's solution](#)

1363.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-12-22 · Java 8 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Nutella3000's solution](#)

1364.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation

[Nutella3000's solution](#)

1365.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: data structures, dp, greedy

[Nutella3000's solution](#)

1366.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: dp, probabilities, shortest paths

[Nutella3000's solution](#)

1367.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-04 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Nutella3000's solution](#)

1368.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: data structures, greedy, implementation

[Nutella3000's solution](#)

1369.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2019-10-18 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory

[Nutella3000's solution](#)

1370.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: data structures, greedy, implementation, math

[Nutella3000's solution](#)

1371.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-25 · Java 8 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Nutella3000's solution](#)

1372.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: brute force, games, greedy

[Nutella3000's solution](#)

1373.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · Java 8 (first AC) · Tags: math, matrices, number theory, two pointers

[Nutella3000's solution](#)

1374.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Nutella3000's solution](#)

1375.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Nutella3000's solution](#)

1376.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Nutella3000's solution](#)

1377.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[Nutella3000's solution](#)

1378.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Nutella3000's solution](#)

1379.

1792E

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

Quality: 1,596 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

[Nutella3000's solution](#)

1380.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Nutella3000's solution](#)

1381.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Nutella3000's solution](#)

1382.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nutella3000's solution](#)

1383.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Nutella3000's solution](#)

1384.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Nutella3000's solution](#)

1385.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Nutella3000's solution](#)

1386.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Nutella3000's solution](#)

1387.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Nutella3000's solution](#)

1388.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Nutella3000's solution](#)

1389.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Nutella3000's solution](#)

1390.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[Nutella3000's solution](#)

1391.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[Nutella3000's solution](#)

1392.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Nutella3000's solution](#)

1393.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Nutella3000's solution](#)

1394.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Nutella3000's solution](#)

1395.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Nutella3000's solution](#)

1396.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and

conquer, number theory, trees

[Nutella3000's solution](#)

1397.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Nutella3000's solution](#)

1398.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[Nutella3000's solution](#)

1399.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Nutella3000's solution](#)

1400.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[Nutella3000's solution](#)

1401.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Nutella3000's solution](#)

1402.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Nutella3000's solution](#)

1403.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Nutella3000's solution](#)

1404.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Nutella3000's solution](#)

1405.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Nutella3000's solution](#)

1406.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Nutella3000's solution](#)

1407.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[Nutella3000's solution](#)

1408.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[Nutella3000's solution](#)

1409.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Nutella3000's solution](#)

1410.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Nutella3000's solution](#)

1411.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Nutella3000's solution](#)

1412.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Nutella3000's solution](#)

1413.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

1414.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Nutella3000's solution](#)

1415.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nutella3000's solution](#)

1416.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Nutella3000's solution](#)

1417.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Nutella3000's solution](#)

1418.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Nutella3000's solution](#)

1419.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Nutella3000's solution](#)

1420.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Nutella3000's solution](#)

1421.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Nutella3000's solution](#)

1422.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Nutella3000's solution](#)

1423.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Nutella3000's solution](#)

1424.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Nutella3000's solution](#)

1425.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Nutella3000's solution](#)

1426.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Nutella3000's solution](#)

1427.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Nutella3000's solution](#)

1428.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nutella3000's solution](#)

1429.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Nutella3000's solution](#)

1430.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[Nutella3000's solution](#)

1431.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Nutella3000's solution](#)

1432.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Nutella3000's solution](#)

1433.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Nutella3000's solution](#)

1434.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Nutella3000's solution](#)

1435.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Nutella3000's solution](#)

1436.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

1437.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Nutella3000's solution](#)

1438.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Nutella3000's solution](#)

1439.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Nutella3000's solution](#)

1440.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Nutella3000's solution](#)

1441.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Nutella3000's solution](#)

1442.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Nutella3000's solution](#)

1443.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Nutella3000's solution](#)

1444.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Nutella3000's solution](#)

1445.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Nutella3000's solution](#)

1446.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Nutella3000's solution](#)

1447.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Nutella3000's solution](#)

1448.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Nutella3000's solution](#)

1449.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Nutella3000's solution](#)

1450.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Nutella3000's solution](#)

1451.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Nutella3000's solution](#)

1452.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Nutella3000's solution](#)

1453.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Nutella3000's solution](#)

1454.

1343F

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

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Nutella3000's solution](#)

1455.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Nutella3000's solution](#)

1456.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Nutella3000's solution](#)

1457.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2020-02-18 · Java 8 (first AC) · Tags: brute force, string suffix structures, strings

[Nutella3000's solution](#)

1458.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Nutella3000's solution](#)

1459.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · Java 8 (first AC) · Tags: data structures, probabilities

[Nutella3000's solution](#)

1460.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: brute force, dp, greedy

[Nutella3000's solution](#)

1461.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Nutella3000's solution](#)

1462.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: binary search, data structures, greedy

[Nutella3000's solution](#)

1463.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Nutella3000's solution](#)

1464.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: implementation, interactive

[Nutella3000's solution](#)

1465.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-30 · last AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Nutella3000's solution](#)

1466.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Nutella3000's solution](#)

1467.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-18 · Java 8 (first AC) · Tags: data structures, dsu, graphs, hashing

[Nutella3000's solution](#)

1468.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Nutella3000's solution](#)

1469.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[Nutella3000's solution](#)

1470.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Nutella3000's solution](#)

1471.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Nutella3000's solution](#)

1472.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Nutella3000's solution](#)

1473.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Nutella3000's solution](#)

1474.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Nutella3000's solution](#)

1475.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Nutella3000's solution](#)

1476.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Nutella3000's solution](#)

1477.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Nutella3000's solution](#)

1478.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Nutella3000's solution](#)

1479.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu

[Nutella3000's solution](#)

1480.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Nutella3000's solution](#)

1481.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Nutella3000's solution](#)

1482.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Nutella3000's solution](#)

1483.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Nutella3000's solution](#)

1484.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Nutella3000's solution](#)

1485.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Nutella3000's solution](#)

1486.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Nutella3000's solution](#)

1487.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[Nutella3000's solution](#)

1488.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-03-04 · last AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[Nutella3000's solution](#)

1489.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Nutella3000's solution](#)

1490.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Nutella3000's solution](#)

1491.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[Nutella3000's solution](#)

1492.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Nutella3000's solution](#)

1493.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Nutella3000's solution](#)

1494.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-02-22 · last AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Nutella3000's solution](#)

1495.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Nutella3000's solution](#)

1496.

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Nutella3000's solution](#)

1497.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Nutella3000's solution](#)

1498.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Nutella3000's solution](#)

1499.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[Nutella3000's solution](#)

1500.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[Nutella3000's solution](#)

1501.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[Nutella3000's solution](#)

1502.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[Nutella3000's solution](#)

1503.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[Nutella3000's solution](#)

1504.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[Nutella3000's solution](#)

1505.

1314B

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

Rating: 2500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Nutella3000's solution](#)

1506.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Nutella3000's solution](#)

1507.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Nutella3000's solution](#)

1508.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Nutella3000's solution](#)

1509.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Nutella3000's solution](#)

1510.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Nutella3000's solution](#)

1511.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Nutella3000's solution](#)

1512.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Nutella3000's solution](#)

1513.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Nutella3000's solution](#)

1514.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Nutella3000's solution](#)

1515.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Nutella3000's solution](#)

1516.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-02-20 · Java 8 (first AC) · Tags: games

[Nutella3000's solution](#)

1517.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Nutella3000's solution](#)

1518.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: binary search, data structures, dp, implementation

[Nutella3000's solution](#)

1519.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-11-12 · Java 8 (first AC) · Tags: binary search, data structures, dp, dsu

[Nutella3000's solution](#)

1520.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-11 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1521.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-11-11 · Java 8 (first AC) · Tags: implementation

[Nutella3000's solution](#)

1522.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Nutella3000's solution](#)

1523.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Nutella3000's solution](#)

1524.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Nutella3000's solution](#)

1525.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Nutella3000's solution](#)

1526.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Nutella3000's solution](#)

1527.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Nutella3000's solution](#)

1528.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Nutella3000's solution](#)

1529.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Nutella3000's solution](#)

1530.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

1531.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Nutella3000's solution](#)

1532.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Nutella3000's solution](#)

1533.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Nutella3000's solution](#)

1534.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Nutella3000's solution](#)

1535.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Nutella3000's solution](#)

1536.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Nutella3000's solution](#)

1537.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Nutella3000's solution](#)

1538.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[Nutella3000's solution](#)

1539.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[Nutella3000's solution](#)

1540.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[Nutella3000's solution](#)

1541.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[Nutella3000's solution](#)

1542.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[Nutella3000's solution](#)

1543.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs
[Nutella3000's solution](#)

1544.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[Nutella3000's solution](#)

1545.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Nutella3000's solution](#)

1546.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy
[Nutella3000's solution](#)

1547.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities
[Nutella3000's solution](#)

1548.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices
[Nutella3000's solution](#)

1549.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Nutella3000's solution](#)

1550.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Nutella3000's solution](#)

1551.

1325E

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

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Nutella3000's solution](#)

1552.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Nutella3000's solution](#)

1553.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Nutella3000's solution](#)

1554.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Nutella3000's solution](#)

1555.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-09 · Java 8 (first AC) · Tags: combinatorics, dp, probabilities

[Nutella3000's solution](#)

1556.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-29 · Java 8 (first AC) · Tags: dp

[Nutella3000's solution](#)

1557.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Nutella3000's solution](#)

1558.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[Nutella3000's solution](#)

1559.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Nutella3000's solution](#)

1560.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Nutella3000's solution](#)

1561.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Nutella3000's solution](#)

1562.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Nutella3000's solution](#)

1563.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Nutella3000's solution](#)

1564.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Nutella3000's solution](#)

1565.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: binary search, data structures

[Nutella3000's solution](#)

1566.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-02-19 · Java 8 (first AC) · Tags: constructive algorithms, trees

[Nutella3000's solution](#)

1567.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Nutella3000's solution](#)

1568.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Nutella3000's solution](#)

1569.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[Nutella3000's solution](#)

1570.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Nutella3000's solution](#)

1571.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Nutella3000's solution](#)

1572.

1654F

[Minimal String XORation](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Nutella3000's solution](#)

1573.

1652F

[Minimal String XORation](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, strings

[Nutella3000's solution](#)

1574.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Nutella3000's solution](#)

1575.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Nutella3000's solution](#)

1576.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Nutella3000's solution](#)

1577.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Nutella3000's solution](#)

1578.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Nutella3000's solution](#)

1579.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Nutella3000's solution](#)

1580.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Nutella3000's solution](#)

1581.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Nutella3000's solution](#)

1582.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Nutella3000's solution](#)

1583.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Nutella3000's solution](#)

1584.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Nutella3000's solution](#)

1585.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Nutella3000's solution](#)

1586.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-10-21 · Java 8 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Nutella3000's solution](#)

1587.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Nutella3000's solution](#)

1588.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Nutella3000's solution](#)

1589.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Nutella3000's solution](#)

1590.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1591.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Nutella3000's solution](#)

1592.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-05-05 · last AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[Nutella3000's solution](#)

1593.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2019-10-23 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp

[Nutella3000's solution](#)

1594.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Nutella3000's solution](#)

1595.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Nutella3000's solution](#)

1596.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Nutella3000's solution](#)

1597.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Nutella3000's solution](#)

1598.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-05-18 · last AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Nutella3000's solution](#)

1599.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings
[Nutella3000's solution](#)

1600.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[Nutella3000's solution](#)

1601.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[Nutella3000's solution](#)

1602.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-11-11 · last AC: 2019-11-11 · GNU C++11 (first AC) · Tags: dp, implementation
[Nutella3000's solution](#)

1603.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Nutella3000's solution](#)

1604.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[Nutella3000's solution](#)

1605.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[Nutella3000's solution](#)

1606.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[Nutella3000's solution](#)

1607.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1608.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1609.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1610.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1611.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1612.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Nutella3000's solution](#)

1613.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · last AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1614.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1615.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1616.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1617.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1618.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1619.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Nutella3000's solution](#)

1620.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1621.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1622.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: —

[Nutella3000's solution](#)

1623.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1624.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1625.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1626.

104025F

[ZYW with books](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1627.

104025G

[Get off work](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1628.

104025J

[Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1629.

104025B

[BIT Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1630.

104025K

[ZYW with tutors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1631.

104025E

[Equal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1632.

104025A

[Gifts in box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1633.

101609B

[A,=D\\$5D 5D =C O DÔ:D :D4@D 8Dð](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1634.

101609I

[Aö8DdFC](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1635.

101609C

[Aö@D16C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1636.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1637.

101609H

[B D D ?C,,AC =C,,5](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1638.

101609F

[B B D s c \\$0CÔ8CP](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1639.

101609E

[B U C = D ' 5 D d 8 D D @ D °](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1640.

101609G

[AöD rj 0 T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1641.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1642.

101609A

[A U C r s CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1643.

101609D

[A6500ADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1644.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1645.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1646.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1647.

103476C

[Divisor Circle](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

1648.

103476E

[Redundant Binary Representations](#) · [Tutorial](#)

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

[Nutella3000's solution](#)

1649.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1650.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1651.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1652.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1653.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1654.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1655.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1656.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1657.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1658.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1659.

103426E

[Reconstructing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Nutella3000's solution](#)

1660.

102962A

[Parking Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1661.

102893K

[New Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1662.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1663.

102893I

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

Rating: — · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1664.

102651D

[Bookshelf Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1665.

102440E

[The Hitchhiker's Guide to the Galaxy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1666.

102440G

[B 00;D 0D :C€](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1667.

102440I

[Shuffle one more time](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1668.

102440H

[Policeman from Rublevka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1669.

102440L

[B 0040;CT=C,,5 C@Cä;C,,:Cä2](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1670.

1001563

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1671.

1001562

[A4xDräCDO](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1672.

1001561

[A00B,C,,=C0](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1673.

100909B

[A050rD BCäOC\\$HC,,9D O Cö@ Cä3D 0CÄ<C,,AD](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1674.

100909A

[B->D5G\\$=Cä2C =C,,5 Cö> D 0D ?C,,;D0](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1675.

100911D

[A B C!C TA](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1676.

100911C

[ADCDÖB CÔO C;C 2C,,0D\\$CD 5](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1677.

100911A

[BDÖD\\$! Cä;C#8](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1678.

100911B

[AÄ50iä CD8Dö](#)

Rating: — · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1679.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Nutella3000's solution](#)

1680.

1319E

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

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: binary search, data structures, sortings

[Nutella3000's solution](#)

1681.

1319D

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

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: graphs, shortest paths

[Nutella3000's solution](#)

1682.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: greedy, strings

[Nutella3000's solution](#)

1683.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: constructive algorithms, data structures, sortings

[Nutella3000's solution](#)

1684.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: math

[Nutella3000's solution](#)

1685.

102185F

[B\\$DÖCä C'8CÄ8D](#)

Rating: — · first AC: 2019-12-30 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1686.

102185B

[BD8C#A C,, @ Cä2C =CÖ0Dö FCT=C](#)

Rating: — · first AC: 2019-12-30 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1687.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1688.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1689.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1690.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1691.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1692.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · last AC: 2019-12-03 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1693.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1694.

102436E

[Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1695.

102436D

[Subset ``AND''](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-25 · Java 8 (first AC) · Tags: —

[Nutella3000's solution](#)

1696.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · Java 8 (first AC) · Tags: bitmasks, brute force

[Nutella3000's solution](#)

1697.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · Java 8 (first AC) · Tags: *special, implementation

[Nutella3000's solution](#)