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Unique solved — OMG wc

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

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

Filters: none

Count: 1,871

1.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

2.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

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3.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[OMG wc's solution](#)

4.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,211 global accepts · Rating: 800 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[OMG wc's solution](#)

5.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

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6.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

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7.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,229 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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8.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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9.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[OMG wc's solution](#)

- 10.**
2008B
[Square or Not](#) · [Tutorial](#)
Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[OMG wc's solution](#)
- 11.**
2008A
[Sakurako's Exam](#) · [Tutorial](#)
Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[OMG wc's solution](#)
- 12.**
1985B
[Maximum Multiple Sum](#) · [Tutorial](#)
Quality: 56,780 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[OMG wc's solution](#)
- 13.**
1985A
[Creating Words](#) · [Tutorial](#)
Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[OMG wc's solution](#)
- 14.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[OMG wc's solution](#)
- 15.**
1980B
[Choosing Cubes](#) · [Tutorial](#)
Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[OMG wc's solution](#)
- 16.**
1980A
[Problem Generator](#) · [Tutorial](#)
Quality: 47,601 global accepts · Rating: 800 · first AC: 2024-06-04 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[OMG wc's solution](#)
- 17.**
1976A
[Verify Password](#) · [Tutorial](#)
Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
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- 18.**
1981A
[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)
Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[OMG wc's solution](#)
- 19.**
1975A
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Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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1974A
[Phone Desktop](#) · [Tutorial](#)
Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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21.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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22.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,457 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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23.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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24.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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25.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

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26.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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27.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

28.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

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29.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,210 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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30.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

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31.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OMG wc's solution](#)

32.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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33.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

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34.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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35.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

36.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

37.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[OMG wc's solution](#)

38.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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39.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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40.

1916A

[2023](#) · [Tutorial](#)

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41.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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42.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,695 global accepts · Rating: 800 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[OMG wc's solution](#)

43.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,147 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OMG wc's solution](#)

44.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,387 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[OMG wc's solution](#)

45.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

46.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

47.

1899A

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

Quality: 92,816 global accepts · Rating: 800 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[OMG wc's solution](#)

48.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[OMG wc's solution](#)

49.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,856 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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50.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

51.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

52.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

53.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[OMG wc's solution](#)

54.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,356 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

55.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,736 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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56.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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57.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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58.

1615A

[Closing The Gap](#) · [Tutorial](#)

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59.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,851 global accepts · Rating: 800 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

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60.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,525 global accepts · Rating: 800 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: greedy, math

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61.

1468E

[Four Segments](#) · [Tutorial](#)

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62.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dp, implementation, strings

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63.

1462A

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

Quality: 48,976 global accepts · Rating: 800 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: implementation, two pointers

[OMG wc's solution](#)

64.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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65.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

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66.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,274 global accepts · Rating: 800 · first AC: 2020-12-04 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

67.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

68.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

69.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities

[OMG wc's solution](#)

70.

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: greedy, math

[OMG wc's solution](#)

71.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: greedy

[OMG wc's solution](#)

72.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

73.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

74.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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75.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms

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76.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-09-28 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: implementation, math

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77.

1409A

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Quality: 80,434 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: greedy, math

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78.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: math

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79.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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80.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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81.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

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82.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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83.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: math

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84.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

85.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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86.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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87.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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88.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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89.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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90.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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91.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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92.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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93.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

94.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,730 global accepts · Rating: 800 · first AC: 2016-10-03 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

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95.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · last AC: 2023-03-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

96.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

97.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2016-08-04 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

98.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-26 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

99.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: strings

[OMG wc's solution](#)

100.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-11 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

101.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-20 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[OMG wc's solution](#)

102.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

103.

630A

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

Quality: 93,536 global accepts · Rating: 800 · first AC: 2016-02-18 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: number theory

[OMG wc's solution](#)

104.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-04 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

105.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2015-11-20 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

106.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

107.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

108.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

109.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

110.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

111.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

112.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[OMG wc's solution](#)

113.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

114.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

115.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[OMG wc's solution](#)

116.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[OMG wc's solution](#)

117.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

118.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

119.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

120.

750A

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

Quality: 92,564 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[OMG wc's solution](#)

121.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

122.

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

123.

785A

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

Quality: 110,971 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

124.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[OMG wc's solution](#)

125.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

126.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

127.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

128.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[OMG wc's solution](#)

129.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[OMG wc's solution](#)

130.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[OMG wc's solution](#)

131.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

132.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

133.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,036 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[OMG wc's solution](#)

134.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,208 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[OMG wc's solution](#)

135.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[OMG wc's solution](#)

136.

1791A

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

Quality: 80,636 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

137.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

138.

1790A

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

Quality: 41,053 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[OMG wc's solution](#)

139.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

140.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

141.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

142.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,032 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

143.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[OMG wc's solution](#)

144.

1783A

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

Quality: 48,756 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[OMG wc's solution](#)

145.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[OMG wc's solution](#)

146.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

147.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

148.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[OMG wc's solution](#)

149.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

150.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

151.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[OMG wc's solution](#)

152.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[OMG wc's solution](#)

153.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

154.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[OMG wc's solution](#)

155.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[OMG wc's solution](#)

156.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[OMG wc's solution](#)

157.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

158.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

159.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

160.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[OMG wc's solution](#)

161.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

162.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

163.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,326 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

164.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-13 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

165.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

166.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

167.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

168.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

169.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

170.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

171.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[OMG wc's solution](#)

172.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[OMG wc's solution](#)

173.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

174.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[OMG wc's solution](#)

175.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

176.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[OMG wc's solution](#)

177.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[OMG wc's solution](#)

178.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

179.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

180.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

181.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

182.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[OMG wc's solution](#)

183.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

184.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

185.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

186.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,189 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

187.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,261 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

188.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

189.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

190.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

191.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

192.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

193.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,764 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

194.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[OMG wc's solution](#)

195.

1690B

[Array Decrements](#) · [Tutorial](#)

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196.

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1691A

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198.

1682A

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1684B

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1684A

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1676B

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1676A

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1675A

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1673A

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206.

1674B

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1674A

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210.

1669B

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1669A

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1661A

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1665A

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1651B

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1651A

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1647A

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1644B

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1644A

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1635B

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1635A

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221.

1632A

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1626A

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1637A

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225.

1634A

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1556A

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231.

1241A

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1220A

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1043A

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1060A

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235.

2114B

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2005A

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237.

1985D

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238.

1954A

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239.

1951A

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240.

1941C

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241.

1921C

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242.

1900B

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243.

1896B

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1848A

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245.

1837B

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246.

1807D

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247.

1543B

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248.

1543A

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249.

1462C

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250.

1451B

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1426B

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252.

1206B

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253.

1163A

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1110A

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1107A

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729A

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709A

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258.

697A

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259.

1794B

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260.

631A

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261.

621A

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262.

611A

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263.

598A

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264.

591A

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265.

588A

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580A

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267.

567A

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268.

807A

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841A

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270.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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271.

1339A

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1486A

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273.

1095B

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Quality: 24,340 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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274.

1326B

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Quality: 25,274 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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1420A

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276.

746B

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Quality: 31,891 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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277.

747B

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278.

1436B

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Quality: 21,725 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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279.

1467A

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[OMG wc's solution](#)

280.

1496A

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[OMG wc's solution](#)

281.

1609A

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[OMG wc's solution](#)

282.

1591B

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Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

283.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

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284.

1777B

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285.

1775A2

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286.

1768B

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287.

1779B

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288.

1771A

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289.

1758B

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290.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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291.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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292.

1742C

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Quality: 40,093 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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293.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[OMG wc's solution](#)

294.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

295.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

296.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

297.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[OMG wc's solution](#)

298.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[OMG wc's solution](#)

299.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

300.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,909 global accepts · Rating: 900 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[OMG wc's solution](#)

301.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

302.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

303.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

304.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[OMG wc's solution](#)

305.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[OMG wc's solution](#)

306.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,113 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

307.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,435 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[OMG wc's solution](#)

308.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[OMG wc's solution](#)

309.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[OMG wc's solution](#)

310.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[OMG wc's solution](#)

311.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[OMG wc's solution](#)

312.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[OMG wc's solution](#)

313.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

314.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[OMG wc's solution](#)

315.

1876A

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

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

316.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

317.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[OMG wc's solution](#)

318.

1438B

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

Quality: 29,077 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[OMG wc's solution](#)

319.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

320.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

321.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[OMG wc's solution](#)

322.

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

323.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

324.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[OMG wc's solution](#)

325.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[OMG wc's solution](#)

326.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[OMG wc's solution](#)

327.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

328.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

329.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

330.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2016-12-06 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[OMG wc's solution](#)

331.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OMG wc's solution](#)

332.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,533 global accepts · Rating: 1000 · first AC: 2016-05-11 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[OMG wc's solution](#)

333.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1000 · first AC: 2016-03-30 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

334.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[OMG wc's solution](#)

335.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

336.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

337.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,918 global accepts · Rating: 1000 · first AC: 2015-12-23 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

338.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

339.

584A

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

Quality: 52,617 global accepts · Rating: 1000 · first AC: 2015-10-06 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

340.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

341.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,943 global accepts · Rating: 1000 · first AC: 2015-09-16 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: bitmasks

[OMG wc's solution](#)

342.

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2015-09-10 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: implementation, number theory

[OMG wc's solution](#)

343.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

344.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[OMG wc's solution](#)

345.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[OMG wc's solution](#)

346.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

347.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

348.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

349.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[OMG wc's solution](#)

350.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[OMG wc's solution](#)

351.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[OMG wc's solution](#)

352.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[OMG wc's solution](#)

353.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

354.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

355.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[OMG wc's solution](#)

356.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[OMG wc's solution](#)

357.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

358.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[OMG wc's solution](#)

359.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[OMG wc's solution](#)

360.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

361.

1690D

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

Quality: 47,055 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[OMG wc's solution](#)

362.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[OMG wc's solution](#)

363.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[OMG wc's solution](#)

364.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[OMG wc's solution](#)

365.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[OMG wc's solution](#)

366.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1000 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

367.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[OMG wc's solution](#)

368.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

369.

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

370.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[OMG wc's solution](#)

371.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[OMG wc's solution](#)

372.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[OMG wc's solution](#)

373.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[OMG wc's solution](#)

374.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

375.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

376.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

377.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

378.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[OMG wc's solution](#)

379.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

380.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

381.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[OMG wc's solution](#)

382.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[OMG wc's solution](#)

383.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[OMG wc's solution](#)

384.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

385.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[OMG wc's solution](#)

386.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[OMG wc's solution](#)

387.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[OMG wc's solution](#)

388.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,175 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

389.

1821B

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

Quality: 28,340 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

390.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[OMG wc's solution](#)

391.

1807G1

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

Quality: 22,252 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[OMG wc's solution](#)

392.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dp, graphs

[OMG wc's solution](#)

393.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, math

[OMG wc's solution](#)

394.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[OMG wc's solution](#)

395.

1426C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[OMG wc's solution](#)

396.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[OMG wc's solution](#)

397.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[OMG wc's solution](#)

398.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[OMG wc's solution](#)

399.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

400.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

401.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OMG wc's solution](#)

402.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1100 · first AC: 2018-09-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[OMG wc's solution](#)

403.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,452 global accepts · Rating: 1100 · first AC: 2017-05-11 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

404.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[OMG wc's solution](#)

405.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[OMG wc's solution](#)

406.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

407.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

408.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-20 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: brute force

[OMG wc's solution](#)

409.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,716 global accepts · Rating: 1100 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

410.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2016-02-18 · last AC: 2023-03-06 · GNU C++11 (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

411.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · last AC: 2023-03-06 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

412.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

413.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

414.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

415.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: geometry, implementation

[OMG wc's solution](#)

416.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

417.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

418.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[OMG wc's solution](#)

419.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[OMG wc's solution](#)

420.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

421.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[OMG wc's solution](#)

422.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

423.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

424.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[OMG wc's solution](#)

425.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[OMG wc's solution](#)

426.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

427.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[OMG wc's solution](#)

428.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

429.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · last AC: 2023-02-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

430.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

431.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[OMG wc's solution](#)

432.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[OMG wc's solution](#)

433.

1791G1

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

Quality: 33,930 global accepts · Rating: 1100 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

434.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[OMG wc's solution](#)

435.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

436.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

437.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[OMG wc's solution](#)

438.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,115 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[OMG wc's solution](#)

439.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[OMG wc's solution](#)

440.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

441.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

442.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

443.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[OMG wc's solution](#)

444.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

445.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

446.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[OMG wc's solution](#)

447.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[OMG wc's solution](#)

448.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-06 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

449.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[OMG wc's solution](#)

450.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

451.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[OMG wc's solution](#)

452.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[OMG wc's solution](#)

453.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

math, sortings

[OMG wc's solution](#)

454.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[OMG wc's solution](#)

455.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

456.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

457.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[OMG wc's solution](#)

458.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

459.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[OMG wc's solution](#)

460.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[OMG wc's solution](#)

461.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[OMG wc's solution](#)

462.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[OMG wc's solution](#)

463.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[OMG wc's solution](#)

464.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,518 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

465.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[OMG wc's solution](#)

466.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[OMG wc's solution](#)

467.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[OMG wc's solution](#)

468.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[OMG wc's solution](#)

469.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[OMG wc's solution](#)

470.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

471.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[OMG wc's solution](#)

472.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[OMG wc's solution](#)

473.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[OMG wc's solution](#)

474.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[OMG wc's solution](#)

475.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

476.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

477.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

478.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

479.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[OMG wc's solution](#)

480.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

481.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[OMG wc's solution](#)

482.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[OMG wc's solution](#)

483.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

484.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[OMG wc's solution](#)

485.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[OMG wc's solution](#)

486.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2023-03-08 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OMG wc's solution](#)

487.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

488.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

489.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: games, math

[OMG wc's solution](#)

490.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1200 · first AC: 2016-02-18 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

491.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

492.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

493.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

494.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-01 · last AC: 2023-02-21 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

495.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · last AC: 2023-02-21 · GNU C++11 (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

496.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

497.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-29 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

498.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: greedy, math

[OMG wc's solution](#)

499.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[OMG wc's solution](#)

500.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

501.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[OMG wc's solution](#)

502.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[OMG wc's solution](#)

503.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[OMG wc's solution](#)

504.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[OMG wc's solution](#)

505.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[OMG wc's solution](#)

506.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

507.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[OMG wc's solution](#)

508.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[OMG wc's solution](#)

509.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[OMG wc's solution](#)

510.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

511.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[OMG wc's solution](#)

512.

1744D

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

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[OMG wc's solution](#)

513.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[OMG wc's solution](#)

514.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-13 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[OMG wc's solution](#)

515.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

516.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

517.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[OMG wc's solution](#)

518.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

519.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

520.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,294 global accepts · Rating: 1200 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[OMG wc's solution](#)

521.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[OMG wc's solution](#)

522.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,395 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[OMG wc's solution](#)

523.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[OMG wc's solution](#)

524.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[OMG wc's solution](#)

525.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[OMG wc's solution](#)

526.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

527.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

528.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

529.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

530.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[OMG wc's solution](#)

531.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OMG wc's solution](#)

532.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[OMG wc's solution](#)

533.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[OMG wc's solution](#)

534.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

535.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-10 · last AC: 2016-02-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

536.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-04 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

537.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[OMG wc's solution](#)

538.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[OMG wc's solution](#)

539.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

540.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[OMG wc's solution](#)

541.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[OMG wc's solution](#)

542.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[OMG wc's solution](#)

543.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,639 global accepts · Rating: 1300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

544.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

545.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

546.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[OMG wc's solution](#)

547.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[OMG wc's solution](#)

548.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[OMG wc's solution](#)

549.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

550.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[OMG wc's solution](#)

551.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[OMG wc's solution](#)

552.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[OMG wc's solution](#)

553.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[OMG wc's solution](#)

554.

1454D

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

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

555.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[OMG wc's solution](#)

556.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[OMG wc's solution](#)

557.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[OMG wc's solution](#)

558.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[OMG wc's solution](#)

559.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[OMG wc's solution](#)

560.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

561.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

562.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[OMG wc's solution](#)

563.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

564.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

565.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[OMG wc's solution](#)

566.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[OMG wc's solution](#)

567.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

568.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: graphs

[OMG wc's solution](#)

569.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[OMG wc's solution](#)

570.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[OMG wc's solution](#)

571.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-19 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: greedy, strings

[OMG wc's solution](#)

572.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-02-19 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

573.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

574.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

575.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[OMG wc's solution](#)

576.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[OMG wc's solution](#)

577.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[OMG wc's solution](#)

578.

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-27 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[OMG wc's solution](#)

579.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

580.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-15 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

581.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[OMG wc's solution](#)

582.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[OMG wc's solution](#)

583.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-13 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[OMG wc's solution](#)

584.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

585.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

586.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

587.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[OMG wc's solution](#)

588.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[OMG wc's solution](#)

589.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

590.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

591.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

592.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

593.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[OMG wc's solution](#)

594.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

595.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[OMG wc's solution](#)

596.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[OMG wc's solution](#)

597.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

598.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[OMG wc's solution](#)

599.

1591C

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

Rating: 1300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

600.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

601.

1778B

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

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

[OMG wc's solution](#)

602.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[OMG wc's solution](#)

603.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[OMG wc's solution](#)

604.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[OMG wc's solution](#)

605.

1753A1

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

Quality: 16,454 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[OMG wc's solution](#)

606.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[OMG wc's solution](#)

607.

1741D

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

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[OMG wc's solution](#)

608.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[OMG wc's solution](#)

609.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[OMG wc's solution](#)

610.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[OMG wc's solution](#)

611.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[OMG wc's solution](#)

612.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[OMG wc's solution](#)

613.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[OMG wc's solution](#)

614.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-06 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[OMG wc's solution](#)

615.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[OMG wc's solution](#)

616.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[OMG wc's solution](#)

617.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[OMG wc's solution](#)

618.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[OMG wc's solution](#)

619.

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

620.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[OMG wc's solution](#)

621.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

622.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[OMG wc's solution](#)

623.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

624.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

625.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

626.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

627.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[OMG wc's solution](#)

628.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[OMG wc's solution](#)

629.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

630.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[OMG wc's solution](#)

631.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OMG wc's solution](#)

632.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[OMG wc's solution](#)

633.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

634.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

635.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

636.

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[OMG wc's solution](#)

637.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[OMG wc's solution](#)

638.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[OMG wc's solution](#)

639.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[OMG wc's solution](#)

640.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

641.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[OMG wc's solution](#)

642.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[OMG wc's solution](#)

643.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[OMG wc's solution](#)

644.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

645.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-01 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[OMG wc's solution](#)

646.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[OMG wc's solution](#)

647.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[OMG wc's solution](#)

648.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

649.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[OMG wc's solution](#)

650.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[OMG wc's solution](#)

651.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,672 global accepts · Rating: 1400 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[OMG wc's solution](#)

652.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

653.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[OMG wc's solution](#)

654.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,581 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[OMG wc's solution](#)

655.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

656.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[OMG wc's solution](#)

657.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

658.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-29 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[OMG wc's solution](#)

659.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

660.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

661.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[OMG wc's solution](#)

662.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OMG wc's solution](#)

663.

1462D

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

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[OMG wc's solution](#)

664.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[OMG wc's solution](#)

665.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: constructive

algorithms, implementation

[OMG wc's solution](#)

666.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[OMG wc's solution](#)

667.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[OMG wc's solution](#)

668.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

669.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[OMG wc's solution](#)

670.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,144 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

671.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[OMG wc's solution](#)

672.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

673.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

674.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

675.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[OMG wc's solution](#)

676.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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677.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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678.

1088C

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Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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679.

843A

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680.

799B

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681.

804B

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Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

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682.

719B

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683.

713A

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684.

711B

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685.

703B

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Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-04 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: implementation, math

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686.

697B

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687.

689A

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688.

675B

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689.

630L

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690.

630H

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Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: combinatorics, math

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691.

612C

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692.

604B

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Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-01 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy

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693.

602B

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Quality: 12,079 global accepts · Rating: 1400 · first AC: 2015-11-25 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

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694.

1330B

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Quality: 14,536 global accepts · Rating: 1400 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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695.

934A

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Quality: 7,602 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games

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696.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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697.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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698.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OMG wc's solution](#)

699.

1609C

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Quality: 10,459 global accepts · Rating: 1400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[OMG wc's solution](#)

700.

1790E

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Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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701.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[OMG wc's solution](#)

702.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[OMG wc's solution](#)

703.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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704.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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705.

1735C

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Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

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706.

1200C

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707.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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708.

1714E

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Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

709.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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710.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[OMG wc's solution](#)

711.

1691C

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Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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712.

1682C

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[OMG wc's solution](#)

713.

1684C

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Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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714.

1676H1

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Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[OMG wc's solution](#)

715.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[OMG wc's solution](#)

716.

1634B

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Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[OMG wc's solution](#)

717.

1579D

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Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[OMG wc's solution](#)

718.

1350B

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Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, math, number theory

[OMG wc's solution](#)

719.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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720.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[OMG wc's solution](#)

721.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

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722.

2115A

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Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[OMG wc's solution](#)

723.

2008E

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Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[OMG wc's solution](#)

724.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[OMG wc's solution](#)

725.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[OMG wc's solution](#)

726.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

727.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[OMG wc's solution](#)

728.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[OMG wc's solution](#)

729.

1842C

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Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OMG wc's solution](#)

730.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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731.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[OMG wc's solution](#)

732.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

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733.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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734.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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735.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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736.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

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737.

1426D

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738.

1404A

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739.

1409D

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740.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[OMG wc's solution](#)

741.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

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742.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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743.

1263D

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Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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744.

1236B

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math

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745.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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746.

1163B1

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Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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747.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

748.

1105C

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Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

749.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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750.

1101C

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Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[OMG wc's solution](#)

751.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

752.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[OMG wc's solution](#)

753.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[OMG wc's solution](#)

754.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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755.

742B

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Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

756.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[OMG wc's solution](#)

757.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

758.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

759.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[OMG wc's solution](#)

760.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

761.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 1500 · first AC: 2016-05-26 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[OMG wc's solution](#)

762.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[OMG wc's solution](#)

763.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

764.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dp, implementation

[OMG wc's solution](#)

765.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: combinatorics, strings

[OMG wc's solution](#)

766.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

767.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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768.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: combinatorics

[OMG wc's solution](#)

769.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2015-09-22 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[OMG wc's solution](#)

770.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,482 global accepts · Rating: 1500 · first AC: 2015-09-22 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[OMG wc's solution](#)

771.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

772.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[OMG wc's solution](#)

773.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

774.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, strings

[OMG wc's solution](#)

775.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

776.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

777.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[OMG wc's solution](#)

778.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, trees

[OMG wc's solution](#)

779.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[OMG wc's solution](#)

780.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[OMG wc's solution](#)

781.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[OMG wc's solution](#)

782.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OMG wc's solution](#)

783.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

784.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[OMG wc's solution](#)

785.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[OMG wc's solution](#)

786.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

787.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[OMG wc's solution](#)

788.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,762 global accepts · Rating: 1500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[OMG wc's solution](#)

789.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[OMG wc's solution](#)

790.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

791.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[OMG wc's solution](#)

792.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[OMG wc's solution](#)

793.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[OMG wc's solution](#)

794.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

795.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[OMG wc's solution](#)

796.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

797.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[OMG wc's solution](#)

798.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[OMG wc's solution](#)

799.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[OMG wc's solution](#)

800.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

801.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,991 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[OMG wc's solution](#)

802.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[OMG wc's solution](#)

803.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-06 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

[OMG wc's solution](#)

804.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[OMG wc's solution](#)

805.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[OMG wc's solution](#)

806.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

807.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

808.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[OMG wc's solution](#)

809.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[OMG wc's solution](#)

810.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

811.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[OMG wc's solution](#)

812.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[OMG wc's solution](#)

813.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[OMG wc's solution](#)

814.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

815.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[OMG wc's solution](#)

816.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[OMG wc's solution](#)

817.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,472 global accepts · Rating: 1600 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[OMG wc's solution](#)

818.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

819.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[OMG wc's solution](#)

820.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[OMG wc's solution](#)

821.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[OMG wc's solution](#)

822.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-11 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[OMG wc's solution](#)

823.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[OMG wc's solution](#)

824.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

825.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[OMG wc's solution](#)

826.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[OMG wc's solution](#)

827.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[OMG wc's solution](#)

828.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[OMG wc's solution](#)

829.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,752 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

830.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[OMG wc's solution](#)

831.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[OMG wc's solution](#)

832.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

833.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[OMG wc's solution](#)

834.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[OMG wc's solution](#)

835.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

836.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[OMG wc's solution](#)

837.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[OMG wc's solution](#)

838.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[OMG wc's solution](#)

839.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[OMG wc's solution](#)

840.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

841.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[OMG wc's solution](#)

842.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[OMG wc's solution](#)

843.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[OMG wc's solution](#)

844.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[OMG wc's solution](#)

845.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[OMG wc's solution](#)

846.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu

[OMG wc's solution](#)

847.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[OMG wc's solution](#)

848.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[OMG wc's solution](#)

849.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-03 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[OMG wc's solution](#)

850.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

851.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[OMG wc's solution](#)

852.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[OMG wc's solution](#)

853.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

854.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[OMG wc's solution](#)

855.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[OMG wc's solution](#)

856.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

857.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

858.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2019-05-29 · last AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[OMG wc's solution](#)

859.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: implementation, strings

[OMG wc's solution](#)

860.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-11-22 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[OMG wc's solution](#)

861.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: sortings

[OMG wc's solution](#)

862.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-08 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: binary search, math

[OMG wc's solution](#)

863.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: geometry, sortings

[OMG wc's solution](#)

864.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, math

[OMG wc's solution](#)

865.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms,

data structures, implementation

[OMG wc's solution](#)

866.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[OMG wc's solution](#)

867.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[OMG wc's solution](#)

868.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[OMG wc's solution](#)

869.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

870.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[OMG wc's solution](#)

871.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[OMG wc's solution](#)

872.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[OMG wc's solution](#)

873.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[OMG wc's solution](#)

874.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[OMG wc's solution](#)

875.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[OMG wc's solution](#)

876.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[OMG wc's solution](#)

877.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[OMG wc's solution](#)

878.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

879.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[OMG wc's solution](#)

880.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[OMG wc's solution](#)

881.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[OMG wc's solution](#)

882.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[OMG wc's solution](#)

883.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

884.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[OMG wc's solution](#)

885.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

886.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[OMG wc's solution](#)

887.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[OMG wc's solution](#)

888.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

889.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OMG wc's solution](#)

890.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[OMG wc's solution](#)

891.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[OMG wc's solution](#)

892.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[OMG wc's solution](#)

893.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[OMG wc's solution](#)

894.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[OMG wc's solution](#)

895.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

896.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[OMG wc's solution](#)

897.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[OMG wc's solution](#)

898.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[OMG wc's solution](#)

899.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[OMG wc's solution](#)

900.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, interactive

[OMG wc's solution](#)

901.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy, number theory

[OMG wc's solution](#)

902.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

903.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[OMG wc's solution](#)

904.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-13 · last AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, number theory

[OMG wc's solution](#)

905.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[OMG wc's solution](#)

906.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[OMG wc's solution](#)

907.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[OMG wc's solution](#)

908.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

909.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[OMG wc's solution](#)

910.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[OMG wc's solution](#)

911.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[OMG wc's solution](#)

912.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[OMG wc's solution](#)

913.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

914.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —

[OMG wc's solution](#)

915.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math

[OMG wc's solution](#)

916.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs

[OMG wc's solution](#)

917.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[OMG wc's solution](#)

918.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

919.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[OMG wc's solution](#)

920.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

921.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[OMG wc's solution](#)

922.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[OMG wc's solution](#)

923.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[OMG wc's solution](#)

924.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[OMG wc's solution](#)

925.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[OMG wc's solution](#)

926.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[OMG wc's solution](#)

927.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[OMG wc's solution](#)

928.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[OMG wc's solution](#)

929.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[OMG wc's solution](#)

930.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[OMG wc's solution](#)

931.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[OMG wc's solution](#)

932.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2019-09-28 · last AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[OMG wc's solution](#)

933.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[OMG wc's solution](#)

934.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[OMG wc's solution](#)

935.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[OMG wc's solution](#)

936.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

937.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1700 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[OMG wc's solution](#)

938.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[OMG wc's solution](#)

939.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[OMG wc's solution](#)

940.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[OMG wc's solution](#)

941.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

942.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[OMG wc's solution](#)

943.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2023-03-19 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[OMG wc's solution](#)

944.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[OMG wc's solution](#)

945.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OMG wc's solution](#)

946.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[OMG wc's solution](#)

947.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[OMG wc's solution](#)

948.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[OMG wc's solution](#)

949.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[OMG wc's solution](#)

950.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

951.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[OMG wc's solution](#)

952.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[OMG wc's solution](#)

953.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[OMG wc's solution](#)

954.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

955.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

956.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

957.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[OMG wc's solution](#)

958.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[OMG wc's solution](#)

959.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[OMG wc's solution](#)

960.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[OMG wc's solution](#)

961.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

962.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[OMG wc's solution](#)

963.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-30 · last AC: 2023-03-12 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

964.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[OMG wc's solution](#)

965.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[OMG wc's solution](#)

966.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-04 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: data structures, sortings

[OMG wc's solution](#)

967.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: geometry, math

[OMG wc's solution](#)

968.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

969.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[OMG wc's solution](#)

970.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[OMG wc's solution](#)

971.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2015-11-13 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[OMG wc's solution](#)

972.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

973.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

974.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[OMG wc's solution](#)

975.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-17 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

976.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-17 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: geometry, math

[OMG wc's solution](#)

977.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[OMG wc's solution](#)

978.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-08-05 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[OMG wc's solution](#)

979.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[OMG wc's solution](#)

980.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[OMG wc's solution](#)

981.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[OMG wc's solution](#)

982.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[OMG wc's solution](#)

983.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[OMG wc's solution](#)

984.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[OMG wc's solution](#)

985.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[OMG wc's solution](#)

986.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings
[OMG wc's solution](#)

987.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[OMG wc's solution](#)

988.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[OMG wc's solution](#)

989.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[OMG wc's solution](#)

990.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[OMG wc's solution](#)

991.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[OMG wc's solution](#)

992.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[OMG wc's solution](#)

993.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[OMG wc's solution](#)

994.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[OMG wc's solution](#)

995.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[OMG wc's solution](#)

996.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[OMG wc's solution](#)

997.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[OMG wc's solution](#)

998.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[OMG wc's solution](#)

999.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[OMG wc's solution](#)

1000.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[OMG wc's solution](#)

1001.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[OMG wc's solution](#)

1002.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[OMG wc's solution](#)

1003.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-21 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[OMG wc's solution](#)

1004.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[OMG wc's solution](#)

1005.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[OMG wc's solution](#)

1006.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[OMG wc's solution](#)

1007.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[OMG wc's solution](#)

1008.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

1009.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[OMG wc's solution](#)

1010.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[OMG wc's solution](#)

1011.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[OMG wc's solution](#)

1012.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

1013.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OMG wc's solution](#)

1014.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · last AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[OMG wc's solution](#)

1015.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[OMG wc's solution](#)

1016.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[OMG wc's solution](#)

1017.

1330D

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

Rating: 1700 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[OMG wc's solution](#)

1018.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[OMG wc's solution](#)

1019.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[OMG wc's solution](#)

1020.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[OMG wc's solution](#)

1021.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

1022.

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[OMG wc's solution](#)

1023.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[OMG wc's solution](#)

1024.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[OMG wc's solution](#)

1025.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[OMG wc's solution](#)

1026.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

1027.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-10 · last AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[OMG wc's solution](#)

1028.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[OMG wc's solution](#)

1029.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[OMG wc's solution](#)

1030.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[OMG wc's solution](#)

1031.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,310 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[OMG wc's solution](#)

1032.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[OMG wc's solution](#)

1033.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[OMG wc's solution](#)

1034.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[OMG wc's solution](#)

1035.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

1036.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1037.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[OMG wc's solution](#)

1038.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[OMG wc's solution](#)

1039.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OMG wc's solution](#)

1040.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[OMG wc's solution](#)

1041.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[OMG wc's solution](#)

1042.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[OMG wc's solution](#)

1043.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[OMG wc's solution](#)

1044.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[OMG wc's solution](#)

1045.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

1046.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-17 · last AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[OMG wc's solution](#)

1047.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[OMG wc's solution](#)

1048.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-02 · last AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[OMG wc's solution](#)

1049.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

1050.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-21 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[OMG wc's solution](#)

1051.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[OMG wc's solution](#)

1052.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[OMG wc's solution](#)

1053.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: implementation

[OMG wc's solution](#)

1054.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[OMG wc's solution](#)

1055.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[OMG wc's solution](#)

1056.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, strings

[OMG wc's solution](#)

1057.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[OMG wc's solution](#)

1058.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[OMG wc's solution](#)

1059.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[OMG wc's solution](#)

1060.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[OMG wc's solution](#)

1061.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[OMG wc's solution](#)

1062.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[OMG wc's solution](#)

1063.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[OMG wc's solution](#)

1064.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[OMG wc's solution](#)

1065.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[OMG wc's solution](#)

1066.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[OMG wc's solution](#)

1067.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[OMG wc's solution](#)

1068.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,549 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[OMG wc's solution](#)

1069.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[OMG wc's solution](#)

1070.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[OMG wc's solution](#)

1071.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[OMG wc's solution](#)

1072.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: data structures, trees

[OMG wc's solution](#)

1073.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, greedy, implementation

[OMG wc's solution](#)

1074.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: geometry, math

[OMG wc's solution](#)

1075.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2016-10-06 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1076.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[OMG wc's solution](#)

1077.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2016-02-06 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[OMG wc's solution](#)

1078.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-12-02 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

1079.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

1080.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

1081.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-23 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: bitmasks, dp

[OMG wc's solution](#)

1082.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

1083.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[OMG wc's solution](#)

1084.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[OMG wc's solution](#)

1085.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

1086.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1087.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[OMG wc's solution](#)

1088.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[OMG wc's solution](#)

1089.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[OMG wc's solution](#)

1090.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[OMG wc's solution](#)

1091.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[OMG wc's solution](#)

1092.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OMG wc's solution](#)

1093.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[OMG wc's solution](#)

1094.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[OMG wc's solution](#)

1095.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[OMG wc's solution](#)

1096.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1097.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[OMG wc's solution](#)

1098.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[OMG wc's solution](#)

1099.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[OMG wc's solution](#)

1100.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

1101.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[OMG wc's solution](#)

1102.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[OMG wc's solution](#)

1103.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[OMG wc's solution](#)

1104.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

1105.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

greedy, implementation

[OMG wc's solution](#)

1106.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[OMG wc's solution](#)

1107.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[OMG wc's solution](#)

1108.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OMG wc's solution](#)

1109.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[OMG wc's solution](#)

1110.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[OMG wc's solution](#)

1111.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[OMG wc's solution](#)

1112.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

1113.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[OMG wc's solution](#)

1114.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

1115.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[OMG wc's solution](#)

1116.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[OMG wc's solution](#)

1117.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[OMG wc's solution](#)

1118.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[OMG wc's solution](#)

1119.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[OMG wc's solution](#)

1120.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OMG wc's solution](#)

1121.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[OMG wc's solution](#)

1122.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[OMG wc's solution](#)

1123.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1124.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[OMG wc's solution](#)

1125.

1980F1

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

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[OMG wc's solution](#)

1126.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[OMG wc's solution](#)

1127.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[OMG wc's solution](#)

1128.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[OMG wc's solution](#)

1129.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[OMG wc's solution](#)

1130.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-02-24 · last AC: 2024-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1131.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[OMG wc's solution](#)

1132.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[OMG wc's solution](#)

1133.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[OMG wc's solution](#)

1134.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[OMG wc's solution](#)

1135.

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[OMG wc's solution](#)

1136.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[OMG wc's solution](#)

1137.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[OMG wc's solution](#)

1138.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[OMG wc's solution](#)

1139.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

1140.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[OMG wc's solution](#)

1141.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[OMG wc's solution](#)

1142.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[OMG wc's solution](#)

1143.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[OMG wc's solution](#)

1144.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[OMG wc's solution](#)

1145.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[OMG wc's solution](#)

1146.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[OMG wc's solution](#)

1147.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OMG wc's solution](#)

1148.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[OMG wc's solution](#)

1149.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[OMG wc's solution](#)

1150.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[OMG wc's solution](#)

1151.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[OMG wc's solution](#)

1152.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[OMG wc's solution](#)

1153.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[OMG wc's solution](#)

1154.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[OMG wc's solution](#)

1155.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[OMG wc's solution](#)

1156.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[OMG wc's solution](#)

1157.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[OMG wc's solution](#)

1158.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[OMG wc's solution](#)

1159.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[OMG wc's solution](#)

1160.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[OMG wc's solution](#)

1161.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[OMG wc's solution](#)

1162.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-26 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[OMG wc's solution](#)

1163.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[OMG wc's solution](#)

1164.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[OMG wc's solution](#)

1165.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-03-31 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[OMG wc's solution](#)

1166.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[OMG wc's solution](#)

1167.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-09 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[OMG wc's solution](#)

1168.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · last AC: 2023-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[OMG wc's solution](#)

1169.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2023-03-08 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OMG wc's solution](#)

1170.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[OMG wc's solution](#)

1171.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: *special

[OMG wc's solution](#)

1172.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

1173.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-22 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: brute force, math

[OMG wc's solution](#)

1174.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-04 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[OMG wc's solution](#)

1175.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2015-09-10 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[OMG wc's solution](#)

1176.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[OMG wc's solution](#)

1177.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[OMG wc's solution](#)

1178.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[OMG wc's solution](#)

1179.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[OMG wc's solution](#)

1180.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[OMG wc's solution](#)

1181.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[OMG wc's solution](#)

1182.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

1183.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[OMG wc's solution](#)

1184.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[OMG wc's solution](#)

1185.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[OMG wc's solution](#)

1186.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-11 · last AC: 2023-02-18 · GNU C++11 (first AC) · Tags: games, greedy

[OMG wc's solution](#)

1187.

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[OMG wc's solution](#)

1188.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[OMG wc's solution](#)

1189.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

1190.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[OMG wc's solution](#)

1191.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[OMG wc's solution](#)

1192.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

1193.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[OMG wc's solution](#)

1194.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[OMG wc's solution](#)

1195.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[OMG wc's solution](#)

1196.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-16 · last AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[OMG wc's solution](#)

1197.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[OMG wc's solution](#)

1198.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

1199.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[OMG wc's solution](#)

1200.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[OMG wc's solution](#)

1201.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[OMG wc's solution](#)

1202.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[OMG wc's solution](#)

1203.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[OMG wc's solution](#)

1204.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[OMG wc's solution](#)

1205.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)**1206.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[OMG wc's solution](#)**1207.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[OMG wc's solution](#)**1208.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[OMG wc's solution](#)**1209.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[OMG wc's solution](#)**1210.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[OMG wc's solution](#)**1211.**

1591D

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

Rating: 1900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[OMG wc's solution](#)**1212.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[OMG wc's solution](#)**1213.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)**1214.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2019-03-11 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[OMG wc's solution](#)

1215.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

1216.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[OMG wc's solution](#)

1217.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, number theory

[OMG wc's solution](#)

1218.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, trees

[OMG wc's solution](#)

1219.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[OMG wc's solution](#)

1220.

1265D

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

Rating: 1900 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

1221.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[OMG wc's solution](#)

1222.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[OMG wc's solution](#)

1223.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[OMG wc's solution](#)

1224.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[OMG wc's solution](#)

1225.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[OMG wc's solution](#)

1226.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[OMG wc's solution](#)

1227.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[OMG wc's solution](#)

1228.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2018-06-12 · last AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

1229.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[OMG wc's solution](#)

1230.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[OMG wc's solution](#)

1231.

709D

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

Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, math

[OMG wc's solution](#)

1232.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, games, strings

[OMG wc's solution](#)

1233.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1234.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[OMG wc's solution](#)

1235.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[OMG wc's solution](#)

1236.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1237.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1238.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[OMG wc's solution](#)

1239.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[OMG wc's solution](#)

1240.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[OMG wc's solution](#)

1241.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[OMG wc's solution](#)

1242.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[OMG wc's solution](#)

1243.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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1244.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

1245.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[OMG wc's solution](#)

1246.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[OMG wc's solution](#)

1247.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1248.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-01-11 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu

[OMG wc's solution](#)

1249.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[OMG wc's solution](#)

1250.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[OMG wc's solution](#)

1251.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[OMG wc's solution](#)

1252.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1253.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[OMG wc's solution](#)

1254.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[OMG wc's solution](#)

1255.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[OMG wc's solution](#)

1256.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1257.

1454E

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

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[OMG wc's solution](#)

1258.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[OMG wc's solution](#)

1259.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[OMG wc's solution](#)

1260.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[OMG wc's solution](#)

1261.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[OMG wc's solution](#)

1262.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[OMG wc's solution](#)

1263.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[OMG wc's solution](#)

1264.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[OMG wc's solution](#)

1265.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-14 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[OMG wc's solution](#)

1266.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-08 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[OMG wc's solution](#)

1267.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities

[OMG wc's solution](#)

1268.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[OMG wc's solution](#)

1269.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[OMG wc's solution](#)

1270.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[OMG wc's solution](#)

1271.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[OMG wc's solution](#)

1272.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[OMG wc's solution](#)

1273.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-07 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[OMG wc's solution](#)

1274.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-31 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[OMG wc's solution](#)

1275.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: dp, strings

[OMG wc's solution](#)

1276.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[OMG wc's solution](#)

1277.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[OMG wc's solution](#)

1278.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · last AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[OMG wc's solution](#)

1279.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-02-03 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dp, matrices

[OMG wc's solution](#)

1280.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2016-02-06 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[OMG wc's solution](#)

1281.

773B

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Quality: 1,216 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[OMG wc's solution](#)

1282.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[OMG wc's solution](#)

1283.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[OMG wc's solution](#)

1284.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[OMG wc's solution](#)

1285.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[OMG wc's solution](#)

1286.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[OMG wc's solution](#)

1287.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

1288.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[OMG wc's solution](#)

1289.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[OMG wc's solution](#)

1290.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[OMG wc's solution](#)

1291.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[OMG wc's solution](#)

1292.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

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1293.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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1294.

1741F

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Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[OMG wc's solution](#)

1295.

1200E

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Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-16 · last AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[OMG wc's solution](#)

1296.

1719E

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

Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, number theory

[OMG wc's solution](#)

1297.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[OMG wc's solution](#)

1298.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[OMG wc's solution](#)

1299.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[OMG wc's solution](#)

1300.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[OMG wc's solution](#)

1301.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[OMG wc's solution](#)

1302.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1303.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[OMG wc's solution](#)

1304.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[OMG wc's solution](#)

1305.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dp, graphs

[OMG wc's solution](#)

1306.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[OMG wc's solution](#)

1307.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[OMG wc's solution](#)

1308.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[OMG wc's solution](#)

1309.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures

[OMG wc's solution](#)

1310.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[OMG wc's solution](#)

1311.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[OMG wc's solution](#)

1312.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[OMG wc's solution](#)

1313.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[OMG wc's solution](#)

1314.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[OMG wc's solution](#)

1315.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OMG wc's solution](#)

1316.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1317.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-21 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1318.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[OMG wc's solution](#)

1319.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[OMG wc's solution](#)

1320.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[OMG wc's solution](#)

1321.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[OMG wc's solution](#)

1322.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[OMG wc's solution](#)

1323.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[OMG wc's solution](#)

1324.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1325.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[OMG wc's solution](#)

1326.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[OMG wc's solution](#)

1327.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

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1328.

784G

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Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 2 (first AC) · Tags: *special

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1329.

571B

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Quality: 2,824 global accepts · Rating: 2000 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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1330.

475D

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Quality: 6,511 global accepts · Rating: 2000 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: brute force, data structures, math

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1331.

697E

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Rating: 2000 · first AC: 2016-07-16 · last AC: 2016-07-16 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

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1332.

615C

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Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

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1333.

542C

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Quality: 1,265 global accepts · Rating: 2000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

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1334.

2163D1

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Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

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1335.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

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1336.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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1337.

1971H

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Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

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1338.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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1339.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[OMG wc's solution](#)

1340.

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · last AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1341.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[OMG wc's solution](#)

1342.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[OMG wc's solution](#)

1343.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[OMG wc's solution](#)

1344.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[OMG wc's solution](#)

1345.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

1346.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[OMG wc's solution](#)

1347.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2020-09-24 · last AC: 2023-08-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[OMG wc's solution](#)

1348.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[OMG wc's solution](#)

1349.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[OMG wc's solution](#)

1350.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[OMG wc's solution](#)

1351.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[OMG wc's solution](#)

1352.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[OMG wc's solution](#)

1353.

1454F

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Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[OMG wc's solution](#)

1354.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[OMG wc's solution](#)

1355.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, strings

[OMG wc's solution](#)

1356.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[OMG wc's solution](#)

1357.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[OMG wc's solution](#)

1358.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-08 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[OMG wc's solution](#)

1359.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[OMG wc's solution](#)

1360.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

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1361.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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1362.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[OMG wc's solution](#)

1363.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[OMG wc's solution](#)

1364.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-13 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: geometry, implementation

[OMG wc's solution](#)

1365.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-08-13 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: data structures

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1366.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: binary search, data structures

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1367.

675C

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-19 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[OMG wc's solution](#)

1368.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-13 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[OMG wc's solution](#)

1369.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[OMG wc's solution](#)

1370.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[OMG wc's solution](#)

1371.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-20 · last AC: 2023-02-20 · GNU C++11 (first AC) · Tags: dp

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1372.

796D

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Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

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1373.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[OMG wc's solution](#)

1374.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[OMG wc's solution](#)

1375.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[OMG wc's solution](#)

1376.

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-09-02 · last AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[OMG wc's solution](#)

1377.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[OMG wc's solution](#)

1378.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[OMG wc's solution](#)

1379.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[OMG wc's solution](#)

1380.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[OMG wc's solution](#)

1381.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1382.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1383.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[OMG wc's solution](#)

1384.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[OMG wc's solution](#)

1385.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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1386.

1163D

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[OMG wc's solution](#)

1387.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[OMG wc's solution](#)

1388.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[OMG wc's solution](#)

1389.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[OMG wc's solution](#)

1390.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[OMG wc's solution](#)

1391.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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1392.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[OMG wc's solution](#)

1393.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1394.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

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1395.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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1396.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[OMG wc's solution](#)

1397.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[OMG wc's solution](#)

1398.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[OMG wc's solution](#)

1399.

466E

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Quality: 2,618 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[OMG wc's solution](#)

1400.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[OMG wc's solution](#)

1401.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[OMG wc's solution](#)

1402.

1555E

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Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[OMG wc's solution](#)

1403.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[OMG wc's solution](#)

1404.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[OMG wc's solution](#)

1405.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[OMG wc's solution](#)

1406.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

1407.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, math, ternary search

[OMG wc's solution](#)

1408.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[OMG wc's solution](#)

1409.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

1410.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[OMG wc's solution](#)

1411.

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1412.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[OMG wc's solution](#)

1413.

920E

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Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[OMG wc's solution](#)

1414.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1415.

602D

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

Rating: 2100 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

1416.

591D

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: geometry

[OMG wc's solution](#)

1417.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[OMG wc's solution](#)

1418.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[OMG wc's solution](#)

1419.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[OMG wc's solution](#)

1420.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[OMG wc's solution](#)

1421.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[OMG wc's solution](#)

1422.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[OMG wc's solution](#)

1423.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

1424.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2024-04-04 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OMG wc's solution](#)

1425.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[OMG wc's solution](#)

1426.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[OMG wc's solution](#)

1427.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[OMG wc's solution](#)

1428.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[OMG wc's solution](#)

1429.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[OMG wc's solution](#)

1430.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[OMG wc's solution](#)

1431.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[OMG wc's solution](#)

1432.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[OMG wc's solution](#)

1433.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-06-09 · last AC: 2023-10-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[OMG wc's solution](#)

1434.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[OMG wc's solution](#)

1435.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[OMG wc's solution](#)

1436.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[OMG wc's solution](#)

1437.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[OMG wc's solution](#)

1438.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[OMG wc's solution](#)

1439.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[OMG wc's solution](#)

1440.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[OMG wc's solution](#)

1441.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[OMG wc's solution](#)

1442.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[OMG wc's solution](#)

1443.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · last AC: 2023-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[OMG wc's solution](#)

1444.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[OMG wc's solution](#)

1445.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[OMG wc's solution](#)

1446.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[OMG wc's solution](#)

1447.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[OMG wc's solution](#)

1448.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[OMG wc's solution](#)

1449.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

1450.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[OMG wc's solution](#)

1451.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[OMG wc's solution](#)

1452.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[OMG wc's solution](#)

1453.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-17 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[OMG wc's solution](#)

1454.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-10 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[OMG wc's solution](#)

1455.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-06 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[OMG wc's solution](#)

1456.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[OMG wc's solution](#)

1457.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2016-02-19 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1458.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-02-10 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[OMG wc's solution](#)

1459.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-03 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[OMG wc's solution](#)

1460.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[OMG wc's solution](#)

1461.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[OMG wc's solution](#)

1462.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[OMG wc's solution](#)

1463.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[OMG wc's solution](#)

1464.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[OMG wc's solution](#)

1465.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[OMG wc's solution](#)

1466.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[OMG wc's solution](#)

1467.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[OMG wc's solution](#)

1468.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[OMG wc's solution](#)

1469.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1470.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[OMG wc's solution](#)

1471.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[OMG wc's solution](#)

1472.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1473.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[OMG wc's solution](#)

1474.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[OMG wc's solution](#)

1475.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[OMG wc's solution](#)

1476.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

1477.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[OMG wc's solution](#)

1478.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[OMG wc's solution](#)

1479.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[OMG wc's solution](#)

1480.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[OMG wc's solution](#)

1481.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1482.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[OMG wc's solution](#)

1483.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

1484.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: data structures, trees

[OMG wc's solution](#)

1485.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[OMG wc's solution](#)

1486.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: binary search, data structures

[OMG wc's solution](#)

1487.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[OMG wc's solution](#)

1488.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1489.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[OMG wc's solution](#)

1490.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1491.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[OMG wc's solution](#)

1492.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[OMG wc's solution](#)

1493.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[OMG wc's solution](#)

1494.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[OMG wc's solution](#)

1495.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[OMG wc's solution](#)

1496.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[OMG wc's solution](#)

1497.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[OMG wc's solution](#)

1498.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[OMG wc's solution](#)

1499.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[OMG wc's solution](#)

1500.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2016-07-22 · last AC: 2016-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[OMG wc's solution](#)

1501.

651E

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

Rating: 2200 · first AC: 2016-03-12 · last AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[OMG wc's solution](#)

1502.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[OMG wc's solution](#)

1503.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[OMG wc's solution](#)

1504.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[OMG wc's solution](#)

1505.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[OMG wc's solution](#)

1506.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[OMG wc's solution](#)

1507.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[OMG wc's solution](#)

1508.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[OMG wc's solution](#)

1509.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[OMG wc's solution](#)

1510.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[OMG wc's solution](#)

1511.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[OMG wc's solution](#)

1512.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[OMG wc's solution](#)

1513.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[OMG wc's solution](#)

1514.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-29 · last AC: 2024-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

bitmasks, brute force, combinatorics, data structures, greedy

[OMG wc's solution](#)

1515.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[OMG wc's solution](#)

1516.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[OMG wc's solution](#)

1517.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[OMG wc's solution](#)

1518.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[OMG wc's solution](#)

1519.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[OMG wc's solution](#)

1520.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[OMG wc's solution](#)

1521.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[OMG wc's solution](#)

1522.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

1523.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[OMG wc's solution](#)

1524.

487C

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

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[OMG wc's solution](#)

1525.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[OMG wc's solution](#)

1526.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[OMG wc's solution](#)

1527.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2020-08-14 · last AC: 2023-08-20 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[OMG wc's solution](#)

1528.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[OMG wc's solution](#)

1529.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[OMG wc's solution](#)

1530.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[OMG wc's solution](#)

1531.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[OMG wc's solution](#)

1532.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[OMG wc's solution](#)

1533.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[OMG wc's solution](#)

1534.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[OMG wc's solution](#)

1535.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[OMG wc's solution](#)

1536.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[OMG wc's solution](#)

1537.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · last AC: 2023-03-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

1538.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[OMG wc's solution](#)

1539.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[OMG wc's solution](#)

1540.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1541.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[OMG wc's solution](#)

1542.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1543.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-02-10 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[OMG wc's solution](#)

1544.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-18 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[OMG wc's solution](#)

1545.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[OMG wc's solution](#)

1546.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[OMG wc's solution](#)

1547.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-06 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[OMG wc's solution](#)

1548.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-28 · last AC: 2023-03-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[OMG wc's solution](#)

1549.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-21 · last AC: 2023-03-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[OMG wc's solution](#)

1550.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[OMG wc's solution](#)

1551.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[OMG wc's solution](#)

1552.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[OMG wc's solution](#)

1553.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1554.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[OMG wc's solution](#)

1555.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[OMG wc's solution](#)

1556.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[OMG wc's solution](#)

1557.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

[OMG wc's solution](#)

1558.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[OMG wc's solution](#)

1559.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-06 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

1560.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[OMG wc's solution](#)

1561.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1562.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[OMG wc's solution](#)

1563.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[OMG wc's solution](#)

1564.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[OMG wc's solution](#)

1565.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[OMG wc's solution](#)

1566.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[OMG wc's solution](#)

1567.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[OMG wc's solution](#)

1568.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[OMG wc's solution](#)

1569.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[OMG wc's solution](#)

1570.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[OMG wc's solution](#)

1571.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2019-02-23 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[OMG wc's solution](#)

1572.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2016-09-05 · last AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[OMG wc's solution](#)

1573.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · last AC: 2020-09-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[OMG wc's solution](#)

1574.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[OMG wc's solution](#)

1575.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures

[OMG wc's solution](#)

1576.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[OMG wc's solution](#)

1577.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[OMG wc's solution](#)

1578.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[OMG wc's solution](#)

1579.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[OMG wc's solution](#)

1580.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[OMG wc's solution](#)

1581.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2018-09-18 · last AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[OMG wc's solution](#)

1582.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[OMG wc's solution](#)

1583.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[OMG wc's solution](#)

1584.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · last AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[OMG wc's solution](#)

1585.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[OMG wc's solution](#)

1586.

714E

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-14 · last AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, sortings

[OMG wc's solution](#)

1587.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[OMG wc's solution](#)

1588.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, sortings

[OMG wc's solution](#)

1589.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[OMG wc's solution](#)

1590.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[OMG wc's solution](#)

1591.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[OMG wc's solution](#)

1592.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[OMG wc's solution](#)

1593.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[OMG wc's solution](#)

1594.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[OMG wc's solution](#)

1595.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-05 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[OMG wc's solution](#)

1596.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[OMG wc's solution](#)

1597.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[OMG wc's solution](#)

1598.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[OMG wc's solution](#)

1599.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[OMG wc's solution](#)

1600.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[OMG wc's solution](#)

1601.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[OMG wc's solution](#)

1602.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-29 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[OMG wc's solution](#)

1603.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[OMG wc's solution](#)

1604.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[OMG wc's solution](#)

1605.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[OMG wc's solution](#)

1606.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-03-21 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1607.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[OMG wc's solution](#)

1608.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[OMG wc's solution](#)

1609.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[OMG wc's solution](#)

1610.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-31 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[OMG wc's solution](#)

1611.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-27 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[OMG wc's solution](#)

1612.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-12 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[OMG wc's solution](#)

1613.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-04 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[OMG wc's solution](#)

1614.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-08 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[OMG wc's solution](#)

1615.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[OMG wc's solution](#)

1616.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[OMG wc's solution](#)

1617.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[OMG wc's solution](#)

1618.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-09-03 · last AC: 2023-03-08 · GNU C++11 (first AC) · Tags: data structures

[OMG wc's solution](#)

1619.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[OMG wc's solution](#)

1620.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-05 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[OMG wc's solution](#)

1621.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[OMG wc's solution](#)

1622.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · last AC: 2023-02-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[OMG wc's solution](#)

1623.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[OMG wc's solution](#)

1624.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[OMG wc's solution](#)

1625.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[OMG wc's solution](#)

1626.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[OMG wc's solution](#)

1627.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[OMG wc's solution](#)

1628.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[OMG wc's solution](#)

1629.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[OMG wc's solution](#)

1630.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

1631.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[OMG wc's solution](#)

1632.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[OMG wc's solution](#)

1633.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[OMG wc's solution](#)

1634.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[OMG wc's solution](#)

1635.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-01 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[OMG wc's solution](#)

1636.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

1637.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · last AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[OMG wc's solution](#)

1638.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[OMG wc's solution](#)

1639.

1719F

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

Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[OMG wc's solution](#)

1640.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[OMG wc's solution](#)

1641.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[OMG wc's solution](#)

1642.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-20 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1643.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OMG wc's solution](#)

1644.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[OMG wc's solution](#)

1645.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-03-07 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1646.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[OMG wc's solution](#)

1647.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[OMG wc's solution](#)

1648.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[OMG wc's solution](#)

1649.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[OMG wc's solution](#)

1650.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[OMG wc's solution](#)

1651.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[OMG wc's solution](#)

1652.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[OMG wc's solution](#)

1653.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-08-04 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[OMG wc's solution](#)

1654.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[OMG wc's solution](#)

1655.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[OMG wc's solution](#)

1656.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: data structures, dp

[OMG wc's solution](#)

1657.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[OMG wc's solution](#)

1658.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[OMG wc's solution](#)

1659.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[OMG wc's solution](#)

1660.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[OMG wc's solution](#)

1661.

1442C

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

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

[OMG wc's solution](#)

1662.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[OMG wc's solution](#)

1663.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-08-10 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures, math,

number theory

[OMG wc's solution](#)

1664.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2020-06-22 · last AC: 2020-06-22 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[OMG wc's solution](#)

1665.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: data structures, two pointers

[OMG wc's solution](#)

1666.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures

[OMG wc's solution](#)

1667.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

1668.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[OMG wc's solution](#)

1669.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-29 · last AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[OMG wc's solution](#)

1670.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[OMG wc's solution](#)

1671.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[OMG wc's solution](#)

1672.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[OMG wc's solution](#)

1673.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1674.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[OMG wc's solution](#)

1675.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[OMG wc's solution](#)

1676.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[OMG wc's solution](#)

1677.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[OMG wc's solution](#)

1678.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[OMG wc's solution](#)

1679.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[OMG wc's solution](#)

1680.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[OMG wc's solution](#)

1681.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[OMG wc's solution](#)

1682.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[OMG wc's solution](#)

1683.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[OMG wc's solution](#)

1684.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[OMG wc's solution](#)

1685.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[OMG wc's solution](#)

1686.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[OMG wc's solution](#)

1687.

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[OMG wc's solution](#)

1688.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[OMG wc's solution](#)

1689.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-31 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[OMG wc's solution](#)

1690.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[OMG wc's solution](#)

1691.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-09-07 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[OMG wc's solution](#)

1692.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-18 · last AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[OMG wc's solution](#)

1693.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[OMG wc's solution](#)

1694.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[OMG wc's solution](#)

1695.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-24 · last AC: 2023-02-24 · GNU C++11 (first AC) · Tags: hashing, strings

[OMG wc's solution](#)

1696.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-24 · last AC: 2023-02-19 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[OMG wc's solution](#)

1697.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · last AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[OMG wc's solution](#)

1698.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2023-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[OMG wc's solution](#)

1699.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[OMG wc's solution](#)

1700.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · last AC: 2023-02-18 · GNU C++11 (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

1701.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[OMG wc's solution](#)

1702.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[OMG wc's solution](#)

1703.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[OMG wc's solution](#)

1704.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[OMG wc's solution](#)

1705.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[OMG wc's solution](#)

1706.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[OMG wc's solution](#)

1707.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[OMG wc's solution](#)

1708.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[OMG wc's solution](#)

1709.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-13 · last AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[OMG wc's solution](#)

1710.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers
[OMG wc's solution](#)

1711.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[OMG wc's solution](#)

1712.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[OMG wc's solution](#)

1713.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[OMG wc's solution](#)**1714.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[OMG wc's solution](#)**1715.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[OMG wc's solution](#)**1716.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[OMG wc's solution](#)**1717.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[OMG wc's solution](#)**1718.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[OMG wc's solution](#)**1719.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[OMG wc's solution](#)**1720.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[OMG wc's solution](#)**1721.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[OMG wc's solution](#)**1722.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[OMG wc's solution](#)

1723.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[OMG wc's solution](#)

1724.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[OMG wc's solution](#)

1725.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[OMG wc's solution](#)

1726.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[OMG wc's solution](#)

1727.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[OMG wc's solution](#)

1728.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: combinatorics, math

[OMG wc's solution](#)

1729.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[OMG wc's solution](#)

1730.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[OMG wc's solution](#)

1731.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[OMG wc's solution](#)

1732.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[OMG wc's solution](#)

1733.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[OMG wc's solution](#)

1734.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures

[OMG wc's solution](#)

1735.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-17 · last AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[OMG wc's solution](#)

1736.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[OMG wc's solution](#)

1737.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · last AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[OMG wc's solution](#)

1738.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings

[OMG wc's solution](#)

1739.

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-07-18 · last AC: 2016-07-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[OMG wc's solution](#)

1740.

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-12-24 · GNU C++11 (first AC) · Tags: strings

[OMG wc's solution](#)

1741.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[OMG wc's solution](#)

1742.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-02 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[OMG wc's solution](#)

1743.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[OMG wc's solution](#)

1744.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[OMG wc's solution](#)

1745.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OMG wc's solution](#)

1746.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1747.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[OMG wc's solution](#)

1748.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[OMG wc's solution](#)

1749.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-01 · last AC: 2023-10-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[OMG wc's solution](#)

1750.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[OMG wc's solution](#)

1751.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-02-12 · last AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[OMG wc's solution](#)

1752.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1753.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[OMG wc's solution](#)

1754.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[OMG wc's solution](#)

1755.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[OMG wc's solution](#)

1756.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[OMG wc's solution](#)

1757.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[OMG wc's solution](#)

1758.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[OMG wc's solution](#)

1759.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[OMG wc's solution](#)

1760.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[OMG wc's solution](#)

1761.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[OMG wc's solution](#)

1762.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: strings

[OMG wc's solution](#)

1763.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[OMG wc's solution](#)

1764.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[OMG wc's solution](#)

1765.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[OMG wc's solution](#)

1766.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[OMG wc's solution](#)

1767.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[OMG wc's solution](#)

1768.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[OMG wc's solution](#)

1769.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2016-02-18 · last AC: 2021-07-05 · GNU C++11 (first AC) · Tags: math

[OMG wc's solution](#)

1770.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[OMG wc's solution](#)

1771.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-03-07 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[OMG wc's solution](#)

1772.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[OMG wc's solution](#)

1773.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[OMG wc's solution](#)

1774.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[OMG wc's solution](#)

1775.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[OMG wc's solution](#)

1776.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

1777.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[OMG wc's solution](#)

1778.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[OMG wc's solution](#)

1779.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[OMG wc's solution](#)

1780.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[OMG wc's solution](#)

1781.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2017-12-15 · last AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[OMG wc's solution](#)

1782.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[OMG wc's solution](#)

1783.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[OMG wc's solution](#)

1784.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[OMG wc's solution](#)

1785.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[OMG wc's solution](#)

1786.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[OMG wc's solution](#)

1787.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[OMG wc's solution](#)

1788.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[OMG wc's solution](#)

1789.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[OMG wc's solution](#)

1790.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[OMG wc's solution](#)

1791.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices

[OMG wc's solution](#)

1792.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[OMG wc's solution](#)

1793.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[OMG wc's solution](#)

1794.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[OMG wc's solution](#)

1795.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[OMG wc's solution](#)

1796.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[OMG wc's solution](#)

1797.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1798.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[OMG wc's solution](#)

1799.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[OMG wc's solution](#)

1800.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[OMG wc's solution](#)

1801.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, math

[OMG wc's solution](#)

1802.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[OMG wc's solution](#)

1803.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: flows, math

[OMG wc's solution](#)

1804.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[OMG wc's solution](#)

1805.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: math, matrices

[OMG wc's solution](#)

1806.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp

[OMG wc's solution](#)

1807.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[OMG wc's solution](#)

1808.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[OMG wc's solution](#)

1809.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[OMG wc's solution](#)

1810.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[OMG wc's solution](#)

1811.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[OMG wc's solution](#)

1812.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[OMG wc's solution](#)

1813.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-17 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[OMG wc's solution](#)

1814.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-13 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[OMG wc's solution](#)

1815.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1816.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[OMG wc's solution](#)

1817.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[OMG wc's solution](#)

1818.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[OMG wc's solution](#)

1819.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[OMG wc's solution](#)

1820.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[OMG wc's solution](#)

1821.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1822.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[OMG wc's solution](#)

1823.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[OMG wc's solution](#)

1824.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-12 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[OMG wc's solution](#)

1825.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1826.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-09 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[OMG wc's solution](#)

1827.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[OMG wc's solution](#)

1828.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[OMG wc's solution](#)

1829.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[OMG wc's solution](#)

1830.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[OMG wc's solution](#)

1831.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[OMG wc's solution](#)

1832.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[OMG wc's solution](#)

1833.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: strings, trees

[OMG wc's solution](#)

1834.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[OMG wc's solution](#)

1835.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[OMG wc's solution](#)

1836.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[OMG wc's solution](#)

1837.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[OMG wc's solution](#)

1838.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[OMG wc's solution](#)

1839.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-18 · last AC: 2023-12-06 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[OMG wc's solution](#)

1840.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[OMG wc's solution](#)

1841.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1842.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[OMG wc's solution](#)

1843.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[OMG wc's solution](#)

1844.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[OMG wc's solution](#)

1845.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2024-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[OMG wc's solution](#)

1846.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-07-05 · last AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[OMG wc's solution](#)

1847.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[OMG wc's solution](#)

1848.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[OMG wc's solution](#)

1849.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[OMG wc's solution](#)

1850.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-11-29 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[OMG wc's solution](#)

1851.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[OMG wc's solution](#)

1852.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[OMG wc's solution](#)

1853.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-03-06 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[OMG wc's solution](#)

1854.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[OMG wc's solution](#)

1855.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[OMG wc's solution](#)

1856.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees

[OMG wc's solution](#)

1857.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-07-31 · Go (first AC) · Tags: constructive algorithms, number theory

[OMG wc's solution](#)

1858.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[OMG wc's solution](#)

1859.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[OMG wc's solution](#)

1860.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[OMG wc's solution](#)

1861.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[OMG wc's solution](#)

1862.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force

[OMG wc's solution](#)

1863.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: *special, implementation

[OMG wc's solution](#)

1864.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: *special, bitmasks

[OMG wc's solution](#)

1865.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2023-03-20 · GNU C++11 (first AC) · Tags: *special, math, number theory

[OMG wc's solution](#)

1866.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[OMG wc's solution](#)

1867.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, constructive algorithms

[OMG wc's solution](#)

1868.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: —

[OMG wc's solution](#)

1869.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[OMG wc's solution](#)

1870.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · last AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[OMG wc's solution](#)

1871.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[OMG wc's solution](#)