

Unique solved — Omer223

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

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

Filters: none

Count: 1,272

1.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,392 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Omer223's solution](#)

2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Omer223's solution](#)

3.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: implementation
[Omer223's solution](#)

4.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[Omer223's solution](#)

5.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Omer223's solution](#)

6.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Omer223's solution](#)

7.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Omer223's solution](#)

8.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Omer223's solution](#)

9.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Omer223's solution](#)

10.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Omer223's solution](#)

11.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Omer223's solution](#)

12.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

13.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Omer223's solution](#)

14.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Omer223's solution](#)

15.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Omer223's solution](#)

16.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

17.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Omer223's solution](#)

18.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Omer223's solution](#)

19.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Omer223's solution](#)

20.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Omer223's solution](#)

21.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Omer223's solution](#)

22.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Omer223's solution](#)

23.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Omer223's solution](#)

24.

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Omer223's solution](#)

25.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Omer223's solution](#)

26.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Omer223's solution](#)

27.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

28.

1616A

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

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

[Omer223's solution](#)

29.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

30.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

31.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Omer223's solution](#)

32.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

33.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

34.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Omer223's solution](#)

35.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Omer223's solution](#)

36.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Omer223's solution](#)

37.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Omer223's solution](#)

38.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Omer223's solution](#)

39.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Omer223's solution](#)

40.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Omer223's solution](#)

41.

1196A

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

Quality: 29,127 global accepts · Rating: 800 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Omer223's solution](#)

42.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Omer223's solution](#)

43.

952A

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

Quality: 11,975 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Omer223's solution](#)

44.

1491A

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

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Omer223's solution](#)

45.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Omer223's solution](#)

46.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Omer223's solution](#)

47.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Omer223's solution](#)

48.

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

49.

1455A

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

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

[Omer223's solution](#)

50.

1452C

[Two Brackets](#) · [Tutorial](#)

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

[Omer223's solution](#)

51.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

52.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

53.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Omer223's solution](#)

54.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

55.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

56.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,088 global accepts · Rating: 800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

57.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,223 global accepts · Rating: 800 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Omer223's solution](#)

58.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

59.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

60.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Omer223's solution](#)

61.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

62.

1047A

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

Quality: 21,285 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

63.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Omer223's solution](#)

64.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Omer223's solution](#)

65.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

66.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

67.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

68.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Omer223's solution](#)

69.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Omer223's solution](#)

70.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Omer223's solution](#)

71.

599A

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

Quality: 31,437 global accepts · Rating: 800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

72.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,776 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Omer223's solution](#)

73.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

74.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

75.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

76.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

77.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

78.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

79.

1337A

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

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

80.

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math

[Omer223's solution](#)

81.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

82.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: math

[Omer223's solution](#)

83.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

84.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Omer223's solution](#)

85.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Omer223's solution](#)

86.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Omer223's solution](#)

87.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Omer223's solution](#)

88.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: greedy

[Omer223's solution](#)

89.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

90.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

91.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

92.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

93.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

94.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

95.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Omer223's solution](#)

96.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

97.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Omer223's solution](#)

98.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Omer223's solution](#)

99.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

100.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

101.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Omer223's solution](#)

102.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

103.

115A

[Party](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Omer223's solution](#)

104.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

105.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

106.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Omer223's solution](#)

107.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

108.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

109.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

110.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[Omer223's solution](#)

111.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

112.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: implementation, number theory

[Omer223's solution](#)

113.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Omer223's solution](#)

114.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Omer223's solution](#)

115.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Omer223's solution](#)

116.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

117.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Omer223's solution](#)

118.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, number theory

[Omer223's solution](#)

119.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2020-09-30 · last AC: 2020-09-30 · Python 3 (first AC) · Tags: dp, math

[Omer223's solution](#)

120.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Omer223's solution](#)

121.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

122.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

123.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

124.

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Omer223's solution](#)

125.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

126.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[Omer223's solution](#)

127.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

128.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

129.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Omer223's solution](#)

130.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Omer223's solution](#)

131.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Omer223's solution](#)

132.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Omer223's solution](#)

133.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Omer223's solution](#)

134.

1717B

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

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

[Omer223's solution](#)

135.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Omer223's solution](#)

136.

1616B

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

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

[Omer223's solution](#)

137.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Omer223's solution](#)

138.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Omer223's solution](#)

139.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Omer223's solution](#)

140.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Omer223's solution](#)

141.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Omer223's solution](#)

142.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

143.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Omer223's solution](#)

144.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

145.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Omer223's solution](#)

146.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

147.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

148.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Omer223's solution](#)

149.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Omer223's solution](#)

150.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[Omer223's solution](#)

151.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Omer223's solution](#)

152.

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings
[Omer223's solution](#)

153.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Omer223's solution](#)

154.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[Omer223's solution](#)

155.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, strings
[Omer223's solution](#)

156.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation
[Omer223's solution](#)

157.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[Omer223's solution](#)

158.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Omer223's solution](#)

159.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[Omer223's solution](#)

160.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy,

implementation

[Omer223's solution](#)

161.

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Omer223's solution](#)

162.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Omer223's solution](#)

163.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Omer223's solution](#)

164.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

165.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Omer223's solution](#)

166.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

167.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Omer223's solution](#)

168.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Omer223's solution](#)

169.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Omer223's solution](#)

170.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Omer223's solution](#)

171.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[Omer223's solution](#)

172.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[Omer223's solution](#)

173.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Omer223's solution](#)

174.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[Omer223's solution](#)

175.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Omer223's solution](#)

176.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Omer223's solution](#)

177.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[Omer223's solution](#)

178.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Omer223's solution](#)

179.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Omer223's solution](#)

180.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Omer223's solution](#)

181.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Omer223's solution](#)

182.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

183.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

184.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Omer223's solution](#)

185.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Omer223's solution](#)

186.

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Omer223's solution](#)

187.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Omer223's solution](#)

188.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Omer223's solution](#)

189.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Omer223's solution](#)

190.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

191.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Omer223's solution](#)

192.

1343C

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

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

[Omer223's solution](#)

193.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Omer223's solution](#)

194.

1334A

[Level Statistics](#) · [Tutorial](#)

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

[Omer223's solution](#)

195.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Omer223's solution](#)

196.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Omer223's solution](#)

197.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Omer223's solution](#)

198.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Omer223's solution](#)

199.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Omer223's solution](#)

200.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Omer223's solution](#)

201.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Omer223's solution](#)

202.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Omer223's solution](#)

203.

1717C

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

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

[Omer223's solution](#)

204.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Omer223's solution](#)

205.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Omer223's solution](#)

206.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Omer223's solution](#)

207.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Omer223's solution](#)

208.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Omer223's solution](#)

209.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Omer223's solution](#)

210.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Omer223's solution](#)

211.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

212.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

213.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Omer223's solution](#)

214.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Omer223's solution](#)

215.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

216.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Omer223's solution](#)

217.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Omer223's solution](#)

218.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

219.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

220.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Omer223's solution](#)

221.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Omer223's solution](#)

222.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Omer223's solution](#)

223.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

224.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

225.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Omer223's solution](#)

226.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

227.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

228.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

229.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[Omer223's solution](#)

230.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Omer223's solution](#)

231.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Omer223's solution](#)

232.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Omer223's solution](#)

233.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Omer223's solution](#)

234.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Omer223's solution](#)

235.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

236.

1854A1

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

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

[Omer223's solution](#)

237.

1696C

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

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

[Omer223's solution](#)

238.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Omer223's solution](#)

239.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Omer223's solution](#)

240.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Omer223's solution](#)

241.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Omer223's solution](#)

242.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Omer223's solution](#)

243.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Omer223's solution](#)

244.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

245.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Omer223's solution](#)

246.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

247.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Omer223's solution](#)

248.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Omer223's solution](#)

249.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Omer223's solution](#)

250.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Omer223's solution](#)

251.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

252.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Omer223's solution](#)

253.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Omer223's solution](#)

254.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Omer223's solution](#)

255.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Omer223's solution](#)

256.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Omer223's solution](#)

257.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Omer223's solution](#)

258.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Omer223's solution](#)

259.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Omer223's solution](#)

260.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Omer223's solution](#)

261.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Omer223's solution](#)

262.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Omer223's solution](#)

263.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Omer223's solution](#)

264.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Omer223's solution](#)

265.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Omer223's solution](#)

266.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Omer223's solution](#)

267.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Omer223's solution](#)

268.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

269.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Omer223's solution](#)

270.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Omer223's solution](#)

271.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Omer223's solution](#)

272.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

273.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

274.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Omer223's solution](#)

275.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Omer223's solution](#)

276.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

277.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Omer223's solution](#)

278.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Omer223's solution](#)

279.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Omer223's solution](#)

280.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

281.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Omer223's solution](#)

282.

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Omer223's solution](#)

283.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Omer223's solution](#)

284.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Omer223's solution](#)

285.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Omer223's solution](#)

286.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Omer223's solution](#)

287.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

288.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

289.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

290.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Omer223's solution](#)

291.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Omer223's solution](#)

292.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

293.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

294.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Omer223's solution](#)

295.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Omer223's solution](#)

296.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Omer223's solution](#)

297.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Omer223's solution](#)

298.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Omer223's solution](#)

299.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Omer223's solution](#)

300.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Omer223's solution](#)

301.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

302.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[Omer223's solution](#)

303.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

304.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Omer223's solution](#)

305.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Omer223's solution](#)

306.

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

307.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[Omer223's solution](#)

308.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Omer223's solution](#)

309.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Omer223's solution](#)

310.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Omer223's solution](#)

311.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[Omer223's solution](#)

312.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[Omer223's solution](#)

313.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[Omer223's solution](#)

314.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[Omer223's solution](#)

315.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Omer223's solution](#)

316.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

317.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Omer223's solution](#)

318.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Omer223's solution](#)

319.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Omer223's solution](#)

320.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Omer223's solution](#)

321.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Omer223's solution](#)

322.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

323.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

324.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Omer223's solution](#)

325.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory,

two pointers

[Omer223's solution](#)

326.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Omer223's solution](#)

327.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Omer223's solution](#)

328.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Omer223's solution](#)

329.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Omer223's solution](#)

330.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Omer223's solution](#)

331.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

332.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Omer223's solution](#)

333.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Omer223's solution](#)

334.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Omer223's solution](#)

335.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Omer223's solution](#)

336.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Omer223's solution](#)

337.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

338.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Omer223's solution](#)

339.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

340.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

341.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Omer223's solution](#)

342.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Omer223's solution](#)

343.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Omer223's solution](#)

344.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Omer223's solution](#)

345.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

346.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Omer223's solution](#)

347.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Omer223's solution](#)

348.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Omer223's solution](#)

349.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Omer223's solution](#)

350.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Omer223's solution](#)

351.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Omer223's solution](#)

352.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Omer223's solution](#)

353.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Omer223's solution](#)

354.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Omer223's solution](#)

355.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Omer223's solution](#)

356.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Omer223's solution](#)

357.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[Omer223's solution](#)

358.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Omer223's solution](#)

359.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Omer223's solution](#)

360.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Omer223's solution](#)

361.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Omer223's solution](#)

362.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Omer223's solution](#)

363.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Omer223's solution](#)

364.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Omer223's solution](#)

365.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Omer223's solution](#)

366.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Omer223's solution](#)

367.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

368.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Omer223's solution](#)

369.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

370.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Omer223's solution](#)

371.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Omer223's solution](#)

372.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Omer223's solution](#)

373.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Omer223's solution](#)

374.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Omer223's solution](#)

375.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Omer223's solution](#)

376.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

377.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Omer223's solution](#)

378.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

379.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

380.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Omer223's solution](#)

381.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Omer223's solution](#)

382.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Omer223's solution](#)

383.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

384.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

385.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Omer223's solution](#)

386.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, number theory

[Omer223's solution](#)

387.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Omer223's solution](#)

388.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Omer223's solution](#)

389.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Omer223's solution](#)

390.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Omer223's solution](#)

391.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Omer223's solution](#)

392.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

393.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Omer223's solution](#)

394.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Omer223's solution](#)

395.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Omer223's solution](#)

396.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

397.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Omer223's solution](#)

398.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Omer223's solution](#)

399.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Omer223's solution](#)

400.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[Omer223's solution](#)

401.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Omer223's solution](#)

402.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[Omer223's solution](#)

403.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[Omer223's solution](#)

404.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Omer223's solution](#)

405.

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[Omer223's solution](#)

406.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[Omer223's solution](#)

407.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Omer223's solution](#)

408.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Omer223's solution](#)

409.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Omer223's solution](#)

410.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Omer223's solution](#)

411.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Omer223's solution](#)

412.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Omer223's solution](#)

413.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Omer223's solution](#)

414.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Omer223's solution](#)

415.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Omer223's solution](#)

416.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Omer223's solution](#)

417.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Omer223's solution](#)

418.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Omer223's solution](#)

419.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Omer223's solution](#)

420.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Omer223's solution](#)

421.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Omer223's solution](#)

422.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Omer223's solution](#)

423.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Omer223's solution](#)

424.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Omer223's solution](#)

425.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[Omer223's solution](#)

426.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Omer223's solution](#)

427.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number

theory

[Omer223's solution](#)

428.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Omer223's solution](#)

429.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Omer223's solution](#)

430.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Omer223's solution](#)

431.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Omer223's solution](#)

432.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Omer223's solution](#)

433.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Omer223's solution](#)

434.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Omer223's solution](#)

435.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Omer223's solution](#)

436.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Omer223's solution](#)

437.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Omer223's solution](#)

438.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Omer223's solution](#)

439.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Omer223's solution](#)

440.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

441.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Omer223's solution](#)

442.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Omer223's solution](#)

443.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Omer223's solution](#)

444.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

445.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[Omer223's solution](#)

446.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Omer223's solution](#)

447.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,041 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Omer223's solution](#)

448.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Omer223's solution](#)

449.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Omer223's solution](#)

450.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Omer223's solution](#)

451.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees

[Omer223's solution](#)

452.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[Omer223's solution](#)

453.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Omer223's solution](#)

454.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Omer223's solution](#)

455.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Omer223's solution](#)

456.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Omer223's solution](#)

457.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Omer223's solution](#)

458.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Omer223's solution](#)

459.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Omer223's solution](#)

460.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Omer223's solution](#)

461.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Omer223's solution](#)

462.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Omer223's solution](#)

463.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Omer223's solution](#)

464.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

465.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

466.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Omer223's solution](#)

467.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Omer223's solution](#)

468.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu,

graphs, implementation

[Omer223's solution](#)

469.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Omer223's solution](#)

470.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Omer223's solution](#)

471.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Omer223's solution](#)

472.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Omer223's solution](#)

473.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Omer223's solution](#)

474.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Omer223's solution](#)

475.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Omer223's solution](#)

476.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-10-04 · last AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Omer223's solution](#)

477.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Omer223's solution](#)

478.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Omer223's solution](#)

479.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Omer223's solution](#)

480.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Omer223's solution](#)

481.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Omer223's solution](#)

482.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, interactive

[Omer223's solution](#)

483.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Omer223's solution](#)

484.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Omer223's solution](#)

485.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Omer223's solution](#)

486.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Omer223's solution](#)

487.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Omer223's solution](#)

488.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Omer223's solution](#)

489.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[Omer223's solution](#)

490.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Omer223's solution](#)

491.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Omer223's solution](#)

492.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Omer223's solution](#)

493.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs
[Omer223's solution](#)

494.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Omer223's solution](#)

495.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[Omer223's solution](#)

496.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings
[Omer223's solution](#)

497.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math
[Omer223's solution](#)

498.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Omer223's solution](#)

499.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Omer223's solution](#)

500.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Omer223's solution](#)

501.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Omer223's solution](#)

502.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Omer223's solution](#)

503.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Omer223's solution](#)

504.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Omer223's solution](#)

505.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

506.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

507.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Omer223's solution](#)

508.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Omer223's solution](#)

509.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Omer223's solution](#)

510.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Omer223's solution](#)

511.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

512.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

513.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Omer223's solution](#)

514.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Omer223's solution](#)

515.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[Omer223's solution](#)

516.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Omer223's solution](#)

517.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Omer223's solution](#)

518.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Omer223's solution](#)

519.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Omer223's solution](#)

520.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Omer223's solution](#)

521.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[Omer223's solution](#)

522.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[Omer223's solution](#)

523.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[Omer223's solution](#)

524.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[Omer223's solution](#)

525.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[Omer223's solution](#)

526.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Omer223's solution](#)

527.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[Omer223's solution](#)

528.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Omer223's solution](#)

529.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Omer223's solution](#)

530.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[Omer223's solution](#)

531.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[Omer223's solution](#)

532.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Omer223's solution](#)

533.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-10-16 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation
[Omer223's solution](#)

534.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[Omer223's solution](#)

535.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Omer223's solution](#)

536.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[Omer223's solution](#)

537.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[Omer223's solution](#)

538.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[Omer223's solution](#)

539.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[Omer223's solution](#)

540.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Omer223's solution](#)

541.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers

[Omer223's solution](#)

542.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Omer223's solution](#)

543.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

544.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Omer223's solution](#)

545.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Omer223's solution](#)

546.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

547.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Omer223's solution](#)

548.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Omer223's solution](#)

549.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[Omer223's solution](#)

550.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities
[Omer223's solution](#)

551.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[Omer223's solution](#)

552.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[Omer223's solution](#)

553.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[Omer223's solution](#)

554.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Omer223's solution](#)

555.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[Omer223's solution](#)

556.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Omer223's solution](#)

557.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[Omer223's solution](#)

558.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[Omer223's solution](#)

559.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Omer223's solution](#)

560.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Omer223's solution](#)

561.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Omer223's solution](#)

562.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Omer223's solution](#)

563.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Omer223's solution](#)

564.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Omer223's solution](#)

565.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Omer223's solution](#)

566.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Omer223's solution](#)

567.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Omer223's solution](#)

568.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Omer223's solution](#)

569.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[Omer223's solution](#)

570.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths
[Omer223's solution](#)

571.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[Omer223's solution](#)

572.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
[Omer223's solution](#)

573.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Omer223's solution](#)

574.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[Omer223's solution](#)

575.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Omer223's solution](#)

576.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[Omer223's solution](#)

577.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Omer223's solution](#)

578.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[Omer223's solution](#)

579.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Omer223's solution](#)

580.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Omer223's solution](#)

581.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

582.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Omer223's solution](#)

583.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Omer223's solution](#)

584.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Omer223's solution](#)

585.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Omer223's solution](#)

586.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Omer223's solution](#)

587.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Omer223's solution](#)

588.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Omer223's solution](#)

589.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Omer223's solution](#)

590.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Omer223's solution](#)

591.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

592.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[Omer223's solution](#)

593.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Omer223's solution](#)

594.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Omer223's solution](#)

595.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Omer223's solution](#)

596.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Omer223's solution](#)

597.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Omer223's solution](#)

598.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Omer223's solution](#)

599.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Omer223's solution](#)

600.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Omer223's solution](#)

601.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Omer223's solution](#)

602.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Omer223's solution](#)

603.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Omer223's solution](#)

604.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Omer223's solution](#)

605.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Omer223's solution](#)

606.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Omer223's solution](#)

607.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Omer223's solution](#)

608.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Omer223's solution](#)

609.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Omer223's solution](#)

610.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Omer223's solution](#)

611.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Omer223's solution](#)

612.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Omer223's solution](#)

613.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Omer223's solution](#)

614.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

615.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[Omer223's solution](#)

616.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Omer223's solution](#)

617.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Omer223's solution](#)

618.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Omer223's solution](#)

619.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Omer223's solution](#)

620.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Omer223's solution](#)

621.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Omer223's solution](#)

622.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

623.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[Omer223's solution](#)

624.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Omer223's solution](#)

625.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Omer223's solution](#)

626.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Omer223's solution](#)

627.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Omer223's solution](#)

628.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Omer223's solution](#)

629.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

630.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Omer223's solution](#)

631.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Omer223's solution](#)

632.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Omer223's solution](#)

633.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[Omer223's solution](#)

634.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Omer223's solution](#)

635.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Omer223's solution](#)

636.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Omer223's solution](#)

637.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Omer223's solution](#)

638.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Omer223's solution](#)

639.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Omer223's solution](#)

640.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Omer223's solution](#)

641.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Omer223's solution](#)

642.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Omer223's solution](#)

643.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[Omer223's solution](#)

644.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Omer223's solution](#)

645.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[Omer223's solution](#)

646.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Omer223's solution](#)

647.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Omer223's solution](#)

648.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Omer223's solution](#)

649.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Omer223's solution](#)

650.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Omer223's solution](#)

651.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Omer223's solution](#)

652.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

653.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Omer223's solution](#)

654.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Omer223's solution](#)

655.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

656.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Omer223's solution](#)

657.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Omer223's solution](#)

658.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Omer223's solution](#)

659.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[Omer223's solution](#)

660.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Omer223's solution](#)

661.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[Omer223's solution](#)

662.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[Omer223's solution](#)

663.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy
[Omer223's solution](#)

664.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[Omer223's solution](#)

665.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[Omer223's solution](#)

666.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[Omer223's solution](#)

667.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[Omer223's solution](#)

668.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Omer223's solution](#)

669.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Omer223's solution](#)

670.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[Omer223's solution](#)

671.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Omer223's solution](#)

672.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Omer223's solution](#)

673.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Omer223's solution](#)

674.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Omer223's solution](#)

675.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Omer223's solution](#)

676.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Omer223's solution](#)

677.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Omer223's solution](#)

678.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Omer223's solution](#)

679.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Omer223's solution](#)

680.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[Omer223's solution](#)

681.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Omer223's solution](#)

682.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Omer223's solution](#)

683.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Omer223's solution](#)

684.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Omer223's solution](#)

685.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Omer223's solution](#)

686.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

687.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Omer223's solution](#)

688.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Omer223's solution](#)

689.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Omer223's solution](#)

690.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Omer223's solution](#)

691.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Omer223's solution](#)

692.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Omer223's solution](#)

693.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Omer223's solution](#)

694.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Omer223's solution](#)

695.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Omer223's solution](#)

696.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Omer223's solution](#)

697.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Omer223's solution](#)

698.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Omer223's solution](#)

699.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Omer223's solution](#)

700.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Omer223's solution](#)

701.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, dp

[Omer223's solution](#)

702.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Omer223's solution](#)

703.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Omer223's solution](#)

704.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Omer223's solution](#)

705.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Omer223's solution](#)

706.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Omer223's solution](#)

707.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Omer223's solution](#)

708.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · MS C++ 2017 (first AC) · Tags: brute force, data structures, greedy, strings

[Omer223's solution](#)

709.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Omer223's solution](#)

710.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Omer223's solution](#)

711.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[Omer223's solution](#)

712.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[Omer223's solution](#)

713.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[Omer223's solution](#)

714.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Omer223's solution](#)

715.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[Omer223's solution](#)

716.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[Omer223's solution](#)

717.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities
[Omer223's solution](#)

718.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[Omer223's solution](#)

719.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[Omer223's solution](#)

720.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[Omer223's solution](#)

721.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Omer223's solution](#)

722.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Omer223's solution](#)

723.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Omer223's solution](#)

724.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Omer223's solution](#)

725.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Omer223's solution](#)

726.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Omer223's solution](#)

727.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Omer223's solution](#)

728.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

729.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[Omer223's solution](#)

730.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Omer223's solution](#)

731.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Omer223's solution](#)

732.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Omer223's solution](#)

733.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Omer223's solution](#)

734.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Omer223's solution](#)

735.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Omer223's solution](#)

736.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Omer223's solution](#)

737.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Omer223's solution](#)

738.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Omer223's solution](#)

739.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Omer223's solution](#)

740.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Omer223's solution](#)

741.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Omer223's solution](#)

742.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Omer223's solution](#)

743.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Omer223's solution](#)

744.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2020-08-24 · last AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Omer223's solution](#)

745.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Omer223's solution](#)

746.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Omer223's solution](#)

747.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[Omer223's solution](#)

748.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Omer223's solution](#)

749.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Omer223's solution](#)

750.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[Omer223's solution](#)

751.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[Omer223's solution](#)

752.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Omer223's solution](#)

753.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

754.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Omer223's solution](#)

755.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Omer223's solution](#)

756.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Omer223's solution](#)

757.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Omer223's solution](#)

758.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Omer223's solution](#)

759.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Omer223's solution](#)

760.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-04-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, strings

[Omer223's solution](#)

761.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Omer223's solution](#)

762.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Omer223's solution](#)

763.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Omer223's solution](#)

764.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Omer223's solution](#)

765.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Omer223's solution](#)

766.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Omer223's solution](#)

767.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Omer223's solution](#)

768.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[Omer223's solution](#)

769.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Omer223's solution](#)

770.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Omer223's solution](#)

771.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Omer223's solution](#)

772.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory
[Omer223's solution](#)

773.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[Omer223's solution](#)

774.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[Omer223's solution](#)

775.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[Omer223's solution](#)

776.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Omer223's solution](#)

777.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[Omer223's solution](#)

778.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[Omer223's solution](#)

779.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[Omer223's solution](#)

780.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings
[Omer223's solution](#)

781.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Omer223's solution](#)

782.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Omer223's solution](#)

783.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Omer223's solution](#)

784.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Omer223's solution](#)

785.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Omer223's solution](#)

786.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Omer223's solution](#)

787.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Omer223's solution](#)

788.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Omer223's solution](#)

789.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Omer223's solution](#)

790.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Omer223's solution](#)

791.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Omer223's solution](#)

792.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Omer223's solution](#)

793.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Omer223's solution](#)

794.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Omer223's solution](#)

795.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Omer223's solution](#)

796.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Omer223's solution](#)

797.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Omer223's solution](#)

798.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Omer223's solution](#)

799.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Omer223's solution](#)

800.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Omer223's solution](#)

801.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

802.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Omer223's solution](#)

803.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[Omer223's solution](#)

804.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Omer223's solution](#)

805.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Omer223's solution](#)

806.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Omer223's solution](#)

807.

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

[Omer223's solution](#)

808.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Omer223's solution](#)

809.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Omer223's solution](#)

810.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Omer223's solution](#)

811.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Omer223's solution](#)

812.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[Omer223's solution](#)

813.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[Omer223's solution](#)

814.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: combinatorics, fft, math
[Omer223's solution](#)

815.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[Omer223's solution](#)

816.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[Omer223's solution](#)

817.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Omer223's solution](#)

818.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Omer223's solution](#)

819.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[Omer223's solution](#)

820.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[Omer223's solution](#)

821.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Omer223's solution](#)

822.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Omer223's solution](#)

823.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-09-16 · last AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Omer223's solution](#)

824.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Omer223's solution](#)

825.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Omer223's solution](#)

826.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Omer223's solution](#)

827.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Omer223's solution](#)

828.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Omer223's solution](#)

829.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

830.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, shortest paths

[Omer223's solution](#)

831.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Omer223's solution](#)

832.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[Omer223's solution](#)

833.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Omer223's solution](#)

834.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-03-28 · last AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[Omer223's solution](#)

835.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-27 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[Omer223's solution](#)

836.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[Omer223's solution](#)

837.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[Omer223's solution](#)

838.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[Omer223's solution](#)

839.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[Omer223's solution](#)

840.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[Omer223's solution](#)

841.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[Omer223's solution](#)

842.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[Omer223's solution](#)

843.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Omer223's solution](#)

844.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Omer223's solution](#)

845.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Omer223's solution](#)

846.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Omer223's solution](#)

847.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Omer223's solution](#)

848.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Omer223's solution](#)

849.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Omer223's solution](#)

850.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, probabilities

[Omer223's solution](#)

851.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Omer223's solution](#)

852.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Omer223's solution](#)

853.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Omer223's solution](#)

854.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Omer223's solution](#)

855.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Omer223's solution](#)

856.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Omer223's solution](#)

857.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Omer223's solution](#)

858.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Omer223's solution](#)

859.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Omer223's solution](#)

860.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[Omer223's solution](#)

861.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Omer223's solution](#)

862.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Omer223's solution](#)

863.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory
[Omer223's solution](#)

864.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[Omer223's solution](#)

865.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Omer223's solution](#)

866.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[Omer223's solution](#)

867.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[Omer223's solution](#)

868.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[Omer223's solution](#)

869.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[Omer223's solution](#)

870.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[Omer223's solution](#)

871.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[Omer223's solution](#)

872.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Omer223's solution](#)

873.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Omer223's solution](#)

874.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Omer223's solution](#)

875.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Omer223's solution](#)

876.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Omer223's solution](#)

877.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Omer223's solution](#)

878.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Omer223's solution](#)

879.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Omer223's solution](#)

880.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[Omer223's solution](#)

881.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Omer223's solution](#)

882.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Omer223's solution](#)

883.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Omer223's solution](#)

884.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Omer223's solution](#)

885.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs, shortest paths

[Omer223's solution](#)

886.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Omer223's solution](#)

887.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Omer223's solution](#)

888.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Omer223's solution](#)

889.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Omer223's solution](#)

890.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Omer223's solution](#)

891.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Omer223's solution](#)

892.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Omer223's solution](#)

893.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Omer223's solution](#)

894.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Omer223's solution](#)

895.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · last AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Omer223's solution](#)

896.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[Omer223's solution](#)

897.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Omer223's solution](#)

898.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Omer223's solution](#)

899.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Omer223's solution](#)

900.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Omer223's solution](#)

901.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Omer223's solution](#)

902.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Omer223's solution](#)

903.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Omer223's solution](#)

904.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Omer223's solution](#)

905.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Omer223's solution](#)

906.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[Omer223's solution](#)

907.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3 (first AC) · Tags: *special, brute force, games, interactive

[Omer223's solution](#)

908.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Omer223's solution](#)

909.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Omer223's solution](#)

910.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Omer223's solution](#)

911.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

912.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

913.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

914.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

915.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

916.

1046330

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

917.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

918.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

919.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

920.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

921.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

922.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

923.

105465B

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

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

924.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

925.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

926.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

927.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

928.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

929.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

930.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

931.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

932.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

933.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

934.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

935.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

936.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

937.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

938.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

939.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

940.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

941.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

942.

105255J

[Bridging the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

943.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

944.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

945.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

946.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

947.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

948.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

949.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

950.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

951.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

952.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

953.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

954.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

955.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

956.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

957.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

958.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Omer223's solution](#)

959.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

960.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

961.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

962.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

963.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

964.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

965.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

966.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

967.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

968.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

969.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

970.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

971.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

972.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

973.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

974.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

975.

105562A

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

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

976.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

977.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

978.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

979.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

980.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

981.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

982.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

983.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

984.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

985.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

986.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

987.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

988.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

989.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

990.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

991.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

992.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

993.

101669F

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

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

994.

101669L

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

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

995.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

996.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

997.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

998.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

999.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1000.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1001.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Omer223's solution](#)

1002.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1003.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1004.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1005.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1006.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1007.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1008.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1009.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1010.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1011.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1012.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1013.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1014.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1015.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1016.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1017.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1018.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1019.

104875I

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

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1020.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1021.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1022.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1023.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1024.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1025.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1026.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1027.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1028.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1029.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1030.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1031.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1032.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Omer223's solution](#)

1033.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1034.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1035.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1036.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1037.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1038.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1039.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1040.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1041.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1042.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1043.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1044.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1045.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1046.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1047.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1048.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1049.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Omer223's solution](#)

1050.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1051.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Omer223's solution](#)

1052.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1053.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1054.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1055.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1056.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1057.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1058.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1059.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1060.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1061.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1062.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1063.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1064.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1065.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1066.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1067.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1068.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1069.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1070.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1071.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1072.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1073.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1074.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1075.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1076.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1077.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1078.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1079.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1080.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1081.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1082.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1083.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1084.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1085.

102392H

[Tree Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1086.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1087.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1088.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1089.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1090.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1091.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1092.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1093.

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1094.

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1095.

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1096.

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1097.

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1098.

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1099.

103430B

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

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1100.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1101.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1102.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1103.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1104.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1105.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1106.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1107.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1108.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1109.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1110.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Omer223's solution](#)

1111.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1112.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[Omer223's solution](#)

1113.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1114.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1115.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1116.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1117.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1118.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1119.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · PyPy 3-64 (first AC) · Tags: —

[Omer223's solution](#)

1120.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1121.

103373C

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

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1122.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1123.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1124.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · PyPy 3-64 (first AC) · Tags: —

[Omer223's solution](#)

1125.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1126.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1127.

102511B

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

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1128.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1129.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1130.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1131.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1132.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1133.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1134.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1135.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1136.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1137.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1138.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1139.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1140.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1141.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1142.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1143.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1144.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1145.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1146.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1147.

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1148.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1149.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1150.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1151.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1152.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1153.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1154.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1155.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1156.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · MS C++ 2017 (first AC) · Tags: *special, combinatorics, dp, math

[Omer223's solution](#)

1157.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Omer223's solution](#)

1158.

1663C

[P Ö! Verdon](#)[Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Omer223's solution](#)

1159.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Omer223's solution](#)

1160.

101190C

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

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1161.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1162.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1163.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1164.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1165.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1166.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1167.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1168.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1169.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1170.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1171.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1172.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1173.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1174.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1175.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1176.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1177.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1178.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1179.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1180.

101630A

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

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1181.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1182.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1183.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1184.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1185.

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1186.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1187.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1188.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1189.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1190.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1191.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1192.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1193.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1194.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1195.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1196.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1197.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1198.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1199.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1200.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1201.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1202.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1203.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1204.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1205.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1206.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1207.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1208.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Omer223's solution](#)

1209.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1210.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1211.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1212.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1213.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1214.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1215.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1216.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1217.

101954I

[Moving Furniture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1218.

101954D

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

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1219.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1220.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1221.

101954C

[Rullete](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1222.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1223.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1224.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1225.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1226.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1227.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Omer223's solution](#)

1228.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1229.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1230.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Omer223's solution](#)

1231.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1232.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1233.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1234.

103049C

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

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Omer223's solution](#)

1235.

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1236.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1237.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1238.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Omer223's solution](#)

1239.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1240.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1241.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1242.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1243.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1244.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1245.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · MS C++ 2017 (first AC) · Tags: —

[Omer223's solution](#)

1246.

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1247.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1248.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1249.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1250.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · PyPy 3 (first AC) · Tags: —

[Omer223's solution](#)

1251.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1252.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1253.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1254.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1255.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1256.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1257.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1258.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1259.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1260.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1261.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1262.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1263.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1264.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1265.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1266.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1267.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1268.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1269.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1270.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1271.

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)

1272.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Omer223's solution](#)