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Unique solved — Onjo

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

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Filters: none

Count: 1,065

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,088 global accepts · Rating: 800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Onjo's solution](#)
- 2.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Onjo's solution](#)
- 3.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
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- 4.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Onjo's solution](#)
- 5.**
1987A
[Upload More RAM](#) · [Tutorial](#)
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Onjo's solution](#)
- 6.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Onjo's solution](#)
- 7.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[Onjo's solution](#)
- 8.**
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
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- 9.**
1930A
[Maximise The Score](#) · [Tutorial](#)
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Onjo's solution](#)

10.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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11.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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12.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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13.

1844A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Onjo's solution](#)

14.

1842A

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15.

1804A

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16.

1799A

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17.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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18.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

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19.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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20.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Onjo's solution](#)

21.

1608A

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Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

22.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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23.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Onjo's solution](#)

24.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

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25.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

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26.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Onjo's solution](#)

27.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Onjo's solution](#)

28.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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29.

1408A

[Circle Coloring](#) · [Tutorial](#)

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30.

1392B

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

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[Onjo's solution](#)

31.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Onjo's solution](#)

32.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Onjo's solution](#)

33.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Onjo's solution](#)

34.

1348A

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

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[Onjo's solution](#)

35.

1305A

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

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

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36.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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37.

1304A

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38.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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

[Onjo's solution](#)

39.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Onjo's solution](#)

40.

1209A

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

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

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41.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Onjo's solution](#)

42.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

43.

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

44.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Onjo's solution](#)

45.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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46.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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47.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

48.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

49.

899A

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

Quality: 11,098 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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50.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,093 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation

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51.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Onjo's solution](#)

52.

832A

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[Onjo's solution](#)

53.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

54.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

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55.

758A

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

Quality: 75,311 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[Onjo's solution](#)

56.

750A

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

Quality: 92,562 global accepts · Rating: 800 · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Onjo's solution](#)

57.

735A

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Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

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58.

731A

[Night at the Museum](#) · [Tutorial](#)

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[Onjo's solution](#)

59.

721A

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60.

716A

[Crazy Computer](#) · [Tutorial](#)

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[Onjo's solution](#)

61.

712A

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Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++ (first AC) · Tags: implementation, math

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62.

711A

[Bus to Udayland](#) · [Tutorial](#)

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

[Onjo's solution](#)

63.

707A

[Brain's Photos](#) · [Tutorial](#)

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[Onjo's solution](#)

64.

681A

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65.

629A

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66.

624A

[Save Luke](#) · [Tutorial](#)

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[Onjo's solution](#)

67.

618A

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[Onjo's solution](#)

68.

617A

[Elephant](#) · [Tutorial](#)

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[Onjo's solution](#)

69.

615A

[Bulbs](#) · [Tutorial](#)

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70.

599A

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71.

4A

[Watermelon](#) · [Tutorial](#)

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[Onjo's solution](#)

72.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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73.

1609A

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74.

1610A

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75.

1427A

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

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76.

1326B

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Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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77.

1110A

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78.

1106C

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79.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings

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80.

1055A

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81.

1025A

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82.

913A

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83.

892A

[Greed](#) · [Tutorial](#)

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84.

876A

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[Onjo's solution](#)

85.

872A

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Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

86.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

87.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Onjo's solution](#)

88.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math

[Onjo's solution](#)

89.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Onjo's solution](#)

90.

768A

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Quality: 30,844 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

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91.

765A

[Neverending competitions](#) · [Tutorial](#)

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92.

764B

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Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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93.

746B

[Decoding](#) · [Tutorial](#)

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94.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

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95.

738A

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Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Onjo's solution](#)

96.

709A

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[Onjo's solution](#)

97.

706A

[Beru-taxi](#) · [Tutorial](#)

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[Onjo's solution](#)

98.

611A

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

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

[Onjo's solution](#)

99.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[Onjo's solution](#)

100.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[Onjo's solution](#)

101.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: sortings

[Onjo's solution](#)

102.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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103.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Onjo's solution](#)

104.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

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105.

1930B

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

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106.

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Onjo's solution](#)

107.

1844B

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[Onjo's solution](#)

108.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

109.

1770B

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

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

[Onjo's solution](#)

110.

1770A

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

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

[Onjo's solution](#)

111.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Onjo's solution](#)

112.

1450B

[Balls of Steel](#) · [Tutorial](#)

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

[Onjo's solution](#)

113.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,681 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Onjo's solution](#)

114.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

115.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Onjo's solution](#)

116.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[Onjo's solution](#)

117.

1033A

[King Escape](#) · [Tutorial](#)

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

[Onjo's solution](#)

118.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Onjo's solution](#)

119.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Onjo's solution](#)

120.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Onjo's solution](#)

121.

500A

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

Quality: 62,703 global accepts · Rating: 1000 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Onjo's solution](#)

122.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math

[Onjo's solution](#)

123.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

124.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

125.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

126.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

127.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

128.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[Onjo's solution](#)

129.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

130.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Onjo's solution](#)

131.

757A

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

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

[Onjo's solution](#)

132.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

133.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

134.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,853 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: implementation

[Onjo's solution](#)

135.

608A

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

Quality: 9,917 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: implementation, math

[Onjo's solution](#)

136.

583A

[Asphalting Roads](#) · [Tutorial](#)

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

[Onjo's solution](#)

137.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: implementation, number theory

[Onjo's solution](#)

138.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,268 global accepts · Rating: 1000 · first AC: 2015-08-07 · GNU C (first AC) · Tags: math

[Onjo's solution](#)

139.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,645 global accepts · Rating: 1100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy,

math

[Onjo's solution](#)

140.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Onjo's solution](#)

141.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Onjo's solution](#)

142.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Onjo's solution](#)

143.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

144.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

145.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Onjo's solution](#)

146.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Onjo's solution](#)

147.

1842B

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

Quality: 25,544 global accepts · Rating: 1100 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Onjo's solution](#)

148.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Onjo's solution](#)

149.

1609B

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

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

[Onjo's solution](#)

150.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Onjo's solution](#)

151.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Onjo's solution](#)

152.

1332A

[Exercising Walk](#) · [Tutorial](#)

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

[Onjo's solution](#)

153.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Onjo's solution](#)

154.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

155.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

156.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Onjo's solution](#)

157.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

158.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Onjo's solution](#)

159.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

160.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Onjo's solution](#)

161.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[Onjo's solution](#)

162.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

163.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math, number theory

[Onjo's solution](#)

164.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

165.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy

[Onjo's solution](#)

166.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[Onjo's solution](#)

167.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Onjo's solution](#)

168.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Onjo's solution](#)

169.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

170.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[Onjo's solution](#)

171.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Onjo's solution](#)

172.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[Onjo's solution](#)

173.

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · last AC: 2016-09-24 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

174.

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math

[Onjo's solution](#)

175.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Onjo's solution](#)

176.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force

[Onjo's solution](#)

177.

618B

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

Quality: 8,325 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

178.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C (first AC) · Tags: implementation

[Onjo's solution](#)

179.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Onjo's solution](#)

180.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Onjo's solution](#)

181.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Onjo's solution](#)

182.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Onjo's solution](#)

183.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Onjo's solution](#)

184.

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Onjo's solution](#)

185.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Onjo's solution](#)

186.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,741 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Onjo's solution](#)

187.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Onjo's solution](#)

188.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

189.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Onjo's solution](#)

190.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

191.

1305B

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

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

[Onjo's solution](#)

192.

1097B

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

Quality: 35,963 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Onjo's solution](#)

193.

1091B

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

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

[Onjo's solution](#)

194.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Onjo's solution](#)

195.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Onjo's solution](#)

196.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Onjo's solution](#)

197.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Onjo's solution](#)

198.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

199.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Onjo's solution](#)

200.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Onjo's solution](#)

201.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[Onjo's solution](#)

202.

872B

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

Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

203.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

204.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

205.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[Onjo's solution](#)

206.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

207.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Onjo's solution](#)

208.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Onjo's solution](#)

209.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Onjo's solution](#)

210.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Onjo's solution](#)

211.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Onjo's solution](#)

212.

738B

[Spotlights](#) · [Tutorial](#)

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

[Onjo's solution](#)

213.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Onjo's solution](#)

214.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[Onjo's solution](#)

215.

709C

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

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

[Onjo's solution](#)

216.

682B

[Alyona and Mex](#) · [Tutorial](#)

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

[Onjo's solution](#)

217.

606A

[Magic Spheres](#) · [Tutorial](#)

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

[Onjo's solution](#)

218.

591B

[Rebranding](#) · [Tutorial](#)

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

[Onjo's solution](#)

219.

583B

[Robot's Task](#) · [Tutorial](#)

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

[Onjo's solution](#)

220.

574A

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

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

[Onjo's solution](#)

221.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,118 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Onjo's solution](#)

222.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Onjo's solution](#)

223.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Onjo's solution](#)

224.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Onjo's solution](#)

225.

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

[Onjo's solution](#)

226.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Onjo's solution](#)

227.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Onjo's solution](#)

228.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Onjo's solution](#)

229.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Onjo's solution](#)

230.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Onjo's solution](#)

231.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Onjo's solution](#)

232.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Onjo's solution](#)

233.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Onjo's solution](#)

234.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Onjo's solution](#)

235.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Onjo's solution](#)

236.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Onjo's solution](#)

237.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Onjo's solution](#)

238.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Onjo's solution](#)

239.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[Onjo's solution](#)

240.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Onjo's solution](#)

241.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Onjo's solution](#)

242.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,371 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[Onjo's solution](#)

243.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Onjo's solution](#)

244.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

245.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Onjo's solution](#)

246.

1063A

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

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

[Onjo's solution](#)

247.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Onjo's solution](#)

248.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Onjo's solution](#)

249.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

250.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

251.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Onjo's solution](#)

252.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[Onjo's solution](#)

253.

889A

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

Rating: 1300 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Onjo's solution](#)

254.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

255.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Onjo's solution](#)

256.

872C

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

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

[Onjo's solution](#)

257.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

258.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

259.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[Onjo's solution](#)

260.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Onjo's solution](#)

261.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Onjo's solution](#)

262.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: geometry, implementation

[Onjo's solution](#)

263.

722A

[Broken Clock](#) · [Tutorial](#)

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

[Onjo's solution](#)

264.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1300 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Onjo's solution](#)

265.

707B

[Bakery](#) · [Tutorial](#)

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

[Onjo's solution](#)

266.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[Onjo's solution](#)

267.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[Onjo's solution](#)

268.

570B

[Simple Game](#) · [Tutorial](#)

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

[Onjo's solution](#)

269.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Onjo's solution](#)

270.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Onjo's solution](#)

271.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Onjo's solution](#)

272.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Onjo's solution](#)

273.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Onjo's solution](#)

274.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Onjo's solution](#)

275.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Onjo's solution](#)

276.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Onjo's solution](#)

277.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Onjo's solution](#)

278.

1830A

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

Quality: 20,326 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Onjo's solution](#)

279.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

280.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Onjo's solution](#)

281.

1609C

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

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

[Onjo's solution](#)

282.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Onjo's solution](#)

283.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Onjo's solution](#)

284.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Onjo's solution](#)

285.

1348B

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

Quality: 27,493 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Onjo's solution](#)

286.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Onjo's solution](#)

287.

1320A

[Journey Planning](#) · [Tutorial](#)

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

[Onjo's solution](#)

288.

1303B

[National Project](#) · [Tutorial](#)

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

[Onjo's solution](#)

289.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation
[Onjo's solution](#)

290.

1284B

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

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

[Onjo's solution](#)

291.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Onjo's solution](#)

292.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Onjo's solution](#)

293.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,598 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Onjo's solution](#)

294.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Onjo's solution](#)

295.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

296.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[Onjo's solution](#)

297.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Onjo's solution](#)

298.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

299.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Onjo's solution](#)

300.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,393 global accepts · Rating: 1400 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Onjo's solution](#)

301.

805D

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

Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics

[Onjo's solution](#)

302.

803A

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

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

303.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Onjo's solution](#)

304.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

305.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[Onjo's solution](#)

306.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++ (first AC) · Tags: brute force, dp

[Onjo's solution](#)

307.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Onjo's solution](#)

308.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Onjo's solution](#)

309.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Onjo's solution](#)

310.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Onjo's solution](#)

311.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Onjo's solution](#)

312.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Onjo's solution](#)

313.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Onjo's solution](#)

314.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Onjo's solution](#)

315.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Onjo's solution](#)

316.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Onjo's solution](#)

317.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Onjo's solution](#)

318.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Onjo's solution](#)

319.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Onjo's solution](#)

320.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Onjo's solution](#)

321.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[Onjo's solution](#)

322.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Onjo's solution](#)

323.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Onjo's solution](#)

324.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Onjo's solution](#)

325.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Onjo's solution](#)

326.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Onjo's solution](#)

327.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Onjo's solution](#)

328.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Onjo's solution](#)

329.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Onjo's solution](#)

330.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Onjo's solution](#)

331.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Onjo's solution](#)

332.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Onjo's solution](#)

333.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Onjo's solution](#)

334.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Onjo's solution](#)

335.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Onjo's solution](#)

336.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation

[Onjo's solution](#)

337.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy

[Onjo's solution](#)

338.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

339.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Onjo's solution](#)

340.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Onjo's solution](#)

341.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

342.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Onjo's solution](#)

343.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Onjo's solution](#)

344.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Onjo's solution](#)

345.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Onjo's solution](#)

346.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Onjo's solution](#)

347.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Onjo's solution](#)

348.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Onjo's solution](#)

349.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Onjo's solution](#)

350.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

351.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Onjo's solution](#)

352.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Onjo's solution](#)

353.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Onjo's solution](#)

354.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Onjo's solution](#)

355.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Onjo's solution](#)

356.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Onjo's solution](#)

357.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Onjo's solution](#)

358.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,629 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Onjo's solution](#)

359.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Onjo's solution](#)

360.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[Onjo's solution](#)

361.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Onjo's solution](#)

362.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Onjo's solution](#)

363.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Onjo's solution](#)

364.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Onjo's solution](#)

365.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Onjo's solution](#)

366.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Onjo's solution](#)

367.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Onjo's solution](#)

368.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Onjo's solution](#)

369.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Onjo's solution](#)

370.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Onjo's solution](#)

371.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Onjo's solution](#)

372.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Onjo's solution](#)

373.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Onjo's solution](#)

374.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Onjo's solution](#)

375.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

376.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Onjo's solution](#)

377.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Onjo's solution](#)

378.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Onjo's solution](#)

379.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Onjo's solution](#)

380.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Onjo's solution](#)

381.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[Onjo's solution](#)

382.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Onjo's solution](#)

383.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[Onjo's solution](#)

384.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[Onjo's solution](#)

385.

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, strings

[Onjo's solution](#)

386.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

387.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[Onjo's solution](#)

388.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Onjo's solution](#)

389.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[Onjo's solution](#)

390.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Onjo's solution](#)

391.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Onjo's solution](#)

392.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[Onjo's solution](#)

393.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,862 global accepts · Rating: 1600 · first AC: 2016-10-16 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Onjo's solution](#)

394.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: —

[Onjo's solution](#)

395.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Onjo's solution](#)

396.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Onjo's solution](#)

397.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Onjo's solution](#)

398.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Onjo's solution](#)

399.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Onjo's solution](#)

400.

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

[Onjo's solution](#)

401.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Onjo's solution](#)

402.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,464 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Onjo's solution](#)

403.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Onjo's solution](#)

404.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Onjo's solution](#)

405.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Onjo's solution](#)

406.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Onjo's solution](#)

407.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Onjo's solution](#)

408.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Onjo's solution](#)

409.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Onjo's solution](#)

410.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Onjo's solution](#)

411.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Onjo's solution](#)

412.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Onjo's solution](#)

413.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Onjo's solution](#)

414.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Onjo's solution](#)

415.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Onjo's solution](#)

416.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Onjo's solution](#)

417.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Onjo's solution](#)

418.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Onjo's solution](#)

419.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Onjo's solution](#)

420.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Onjo's solution](#)

421.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Onjo's solution](#)

422.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Onjo's solution](#)

423.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[Onjo's solution](#)

424.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Onjo's solution](#)

425.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Onjo's solution](#)

426.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Onjo's solution](#)

427.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Onjo's solution](#)

428.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Onjo's solution](#)

429.

949B

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430.

917B

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Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

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431.

897C

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Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

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432.

828C

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

Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

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433.

813C

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434.

779D

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[Onjo's solution](#)

435.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Onjo's solution](#)

436.

738C

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Rating: 1700 · first AC: 2016-11-21 · GNU C++11 (first AC) · Tags: binary search

[Onjo's solution](#)

437.

719C

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Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

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438.

617D

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Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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439.

2211C2

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Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

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440.

2206H

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Quality: 859 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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441.

2006B

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442.

1987D

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Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Onjo's solution](#)

443.

1965B

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444.

1949I

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Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

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445.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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446.

1852B

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447.

1852A

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448.

1824B1

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449.

1572A

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[Onjo's solution](#)

450.

1556D

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451.

1556C

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[Onjo's solution](#)

452.

1548B

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[Onjo's solution](#)

453.

1552D

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454.

1552C

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455.

1500A

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[Onjo's solution](#)

456.

1477A

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[Onjo's solution](#)

457.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Onjo's solution](#)

458.

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Onjo's solution](#)

459.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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460.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Onjo's solution](#)

461.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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462.

1304D

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[Onjo's solution](#)

463.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Onjo's solution](#)

464.

1290B

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Quality: 7,162 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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465.

1280B

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Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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466.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

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467.

1179B

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[Onjo's solution](#)

468.

1172A

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[Onjo's solution](#)

469.

1119D

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[Onjo's solution](#)

470.

1129A2

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471.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

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472.

1096D

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473.

1081D

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Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

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474.

1062D

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475.

1063B

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Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Onjo's solution](#)

476.

1034A

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[Onjo's solution](#)

477.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Onjo's solution](#)

478.

1010B

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479.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: combinatorics, math

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480.

917A

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[Onjo's solution](#)

481.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Onjo's solution](#)

482.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[Onjo's solution](#)

483.

899D

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Quality: 3,262 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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484.

733C

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Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

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485.

2211D

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Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

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486.

2165B

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487.

2018B

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488.

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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489.

1994D

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490.

1545B

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491.

1949C

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492.

1938C

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493.

1887B

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494.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

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495.

1842D

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496.

1799D1

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497.

1483B

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498.

1479B1

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499.

1477B

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500.

1470B

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501.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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502.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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503.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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504.

1237C2

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505.

1172B

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506.

1153D

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Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Onjo's solution](#)

507.

1119E

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508.

1105D

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509.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Onjo's solution](#)

510.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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511.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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512.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Onjo's solution](#)

513.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Onjo's solution](#)

514.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

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515.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Onjo's solution](#)

516.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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517.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Onjo's solution](#)

518.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Onjo's solution](#)

519.

803D

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Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: binary search, greedy

[Onjo's solution](#)

520.

803C

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Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Onjo's solution](#)

521.

2165C

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Quality: 3,530 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Onjo's solution](#)

522.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Onjo's solution](#)

523.

1987E

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Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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524.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Onjo's solution](#)

525.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Onjo's solution](#)

526.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Onjo's solution](#)

527.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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528.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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529.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[Onjo's solution](#)

530.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[Onjo's solution](#)

531.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[Onjo's solution](#)

532.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[Onjo's solution](#)

533.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[Onjo's solution](#)

534.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Onjo's solution](#)

535.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Onjo's solution](#)

536.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[Onjo's solution](#)

537.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Onjo's solution](#)

538.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Onjo's solution](#)

539.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Onjo's solution](#)

540.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[Onjo's solution](#)

541.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[Onjo's solution](#)

542.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Onjo's solution](#)

543.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[Onjo's solution](#)

544.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[Onjo's solution](#)

545.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[Onjo's solution](#)

546.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[Onjo's solution](#)

547.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Onjo's solution](#)

548.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

549.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Onjo's solution](#)

550.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Onjo's solution](#)

551.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Onjo's solution](#)

552.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Onjo's solution](#)

553.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Onjo's solution](#)

554.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[Onjo's solution](#)

555.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Onjo's solution](#)

556.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[Onjo's solution](#)

557.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Onjo's solution](#)

558.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Onjo's solution](#)

559.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

560.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Onjo's solution](#)

561.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Onjo's solution](#)

562.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Onjo's solution](#)

563.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Onjo's solution](#)

564.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Onjo's solution](#)

565.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Onjo's solution](#)

566.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Onjo's solution](#)

567.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Onjo's solution](#)

568.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Onjo's solution](#)

569.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Onjo's solution](#)

570.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Onjo's solution](#)

571.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Onjo's solution](#)

572.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Onjo's solution](#)

573.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Onjo's solution](#)

574.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[Onjo's solution](#)

575.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Onjo's solution](#)

576.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Onjo's solution](#)

577.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Onjo's solution](#)

578.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[Onjo's solution](#)

579.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Onjo's solution](#)

580.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, strings

[Onjo's solution](#)

581.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Onjo's solution](#)

582.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Onjo's solution](#)

583.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Onjo's solution](#)

584.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Onjo's solution](#)

585.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Onjo's solution](#)

586.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

587.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Onjo's solution](#)

588.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Onjo's solution](#)

589.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Onjo's solution](#)

590.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Onjo's solution](#)

591.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Onjo's solution](#)

592.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Onjo's solution](#)

593.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Onjo's solution](#)

594.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Onjo's solution](#)

595.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[Onjo's solution](#)

596.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Onjo's solution](#)

597.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[Onjo's solution](#)

598.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp
[Onjo's solution](#)

599.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[Onjo's solution](#)

600.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[Onjo's solution](#)

601.

1040E

[Network Safety](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs
[Onjo's solution](#)

602.

907D

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

Rating: 2200 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms
[Onjo's solution](#)

603.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: binary search, interactive
[Onjo's solution](#)

604.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[Onjo's solution](#)

605.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[Onjo's solution](#)

606.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[Onjo's solution](#)

607.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Onjo's solution](#)

608.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Onjo's solution](#)

609.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Onjo's solution](#)

610.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

611.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Onjo's solution](#)

612.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Onjo's solution](#)

613.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Onjo's solution](#)

614.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Onjo's solution](#)

615.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Onjo's solution](#)

616.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Onjo's solution](#)

617.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Onjo's solution](#)

618.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Onjo's solution](#)

619.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Onjo's solution](#)

620.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Onjo's solution](#)

621.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Onjo's solution](#)

622.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Onjo's solution](#)

623.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Onjo's solution](#)

624.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Onjo's solution](#)

625.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Onjo's solution](#)

626.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Onjo's solution](#)

627.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory

[Onjo's solution](#)

628.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Onjo's solution](#)

629.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Onjo's solution](#)

630.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

631.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

632.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Onjo's solution](#)

633.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Onjo's solution](#)

634.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Onjo's solution](#)

635.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Onjo's solution](#)

636.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Onjo's solution](#)

637.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Onjo's solution](#)

638.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Onjo's solution](#)

639.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Onjo's solution](#)

640.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Onjo's solution](#)

641.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Onjo's solution](#)

642.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Onjo's solution](#)

643.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Onjo's solution](#)

644.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Onjo's solution](#)

645.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Onjo's solution](#)

646.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[Onjo's solution](#)

647.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Onjo's solution](#)

648.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Onjo's solution](#)

649.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, trees

[Onjo's solution](#)

650.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Onjo's solution](#)

651.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Onjo's solution](#)

652.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Onjo's solution](#)

653.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Onjo's solution](#)

654.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Onjo's solution](#)

655.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[Onjo's solution](#)

656.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[Onjo's solution](#)

657.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Onjo's solution](#)

658.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Onjo's solution](#)

659.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Onjo's solution](#)

660.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Onjo's solution](#)

661.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Onjo's solution](#)

662.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Onjo's solution](#)

663.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Onjo's solution](#)

664.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Onjo's solution](#)

665.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Onjo's solution](#)

666.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Onjo's solution](#)

667.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

668.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs,

greedy

[Onjo's solution](#)

669.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Onjo's solution](#)

670.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Onjo's solution](#)

671.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Onjo's solution](#)

672.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Onjo's solution](#)

673.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Onjo's solution](#)

674.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Onjo's solution](#)

675.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[Onjo's solution](#)

676.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Onjo's solution](#)

677.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Onjo's solution](#)

678.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Onjo's solution](#)

679.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Onjo's solution](#)

680.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Onjo's solution](#)

681.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[Onjo's solution](#)

682.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

683.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

684.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

685.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

686.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

687.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

688.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

689.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

690.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

691.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

692.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

693.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

694.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

695.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

696.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

697.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

698.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

699.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

700.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

701.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

702.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

703.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

704.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

705.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

706.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Onjo's solution](#)

707.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

708.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

709.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

710.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

711.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

712.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

713.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

714.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

715.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

716.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

717.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

718.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

719.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

720.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

721.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

722.

104832I

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

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

723.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

724.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

725.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

726.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

727.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

728.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

729.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

730.

104270D

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

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

731.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

732.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

733.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

734.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

735.

104270M

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

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

736.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

737.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

738.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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739.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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740.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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741.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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742.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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743.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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744.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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745.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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746.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

747.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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748.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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749.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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750.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

751.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

752.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

753.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

754.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

755.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

756.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

757.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

758.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

759.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

760.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

761.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

762.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

763.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

764.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

765.

103185B

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

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

766.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

767.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

768.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

769.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

770.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

771.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

772.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

773.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

774.

103260A

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

775.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

776.

103260J

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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777.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

778.

103329K

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

779.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

780.

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

781.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

782.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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783.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

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784.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

785.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

786.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

787.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

788.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

789.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

790.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

791.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

792.

103483F

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

Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[Onjo's solution](#)

793.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

794.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

795.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

796.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

797.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

798.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

799.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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800.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

801.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

802.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

803.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

804.

103640E

[Expedition Plans](#) · [Tutorial](#)

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[Onjo's solution](#)

805.

103640B

[Because, Art!](#) · [Tutorial](#)

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806.

103640I

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[Onjo's solution](#)

807.

103640H

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808.

103640J

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809.

103640F

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810.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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811.

103640K

[KIARA is a Recursive Acronym](#) · Tutorial

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

812.

104196M

[Tomb Hater](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

813.

104196E

[Gambling Game](#) · Tutorial

Rating: — · first AC: 2023-09-11 · Python 3 (first AC) · Tags: —

[Onjo's solution](#)

814.

104196I

[Pinned Files](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

815.

104196L

[Statues](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

816.

104196A

[1s For All](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

817.

104196K

[Stable Table](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

818.

104196G

[Noonerized Spumbers](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

819.

104196J

[Recycling](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

820.

104196B

[Abridged Reading](#) · Tutorial

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

821.

104373I

[LCS Spanning Tree](#) · Tutorial

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

822.

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

823.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

824.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

825.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

826.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

827.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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828.

101741K

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

Rating: — · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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829.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

830.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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831.

101741J

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

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

832.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

833.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

834.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

835.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

836.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

837.

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

838.

104094H

[One-dimensional Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

839.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

840.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

841.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

842.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

843.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

844.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

845.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

846.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

847.

101667J

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

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

848.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

849.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

850.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

851.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

852.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

853.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

854.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

855.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

856.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

857.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

858.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

859.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

860.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

861.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

862.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

863.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

864.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

865.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

866.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

867.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

868.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

869.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

870.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

871.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

872.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

873.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

874.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

875.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

876.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

877.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

878.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

879.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

880.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

881.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

882.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

883.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

884.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

885.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

886.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

887.

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

888.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

889.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

890.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

891.

104012B

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

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

892.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

893.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

894.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

895.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

896.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

897.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

898.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

899.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

900.

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

901.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

902.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

903.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

904.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

905.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

906.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Onjo's solution](#)

907.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

908.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

909.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

910.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

911.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

912.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

913.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

914.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

915.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

916.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

917.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

918.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

919.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · Python 3 (first AC) · Tags: —

[Onjo's solution](#)

920.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

921.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

922.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

923.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

924.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

925.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

926.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

927.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

928.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

929.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

930.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

931.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

932.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

933.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

934.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

935.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

936.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

937.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

938.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

939.

104114I

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

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

940.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

941.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

942.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

943.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

944.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

945.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

946.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

947.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

948.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

949.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

950.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

951.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

952.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

953.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

954.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

955.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

956.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

957.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

958.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

959.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

960.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

961.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

962.

103049C

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

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

963.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

964.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

965.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

966.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

967.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

968.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

969.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

970.

103081K

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

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

971.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

972.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

973.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

974.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

975.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Onjo's solution](#)

976.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Onjo's solution](#)

977.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Onjo's solution](#)

978.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Onjo's solution](#)

979.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Onjo's solution](#)

980.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Onjo's solution](#)

981.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Onjo's solution](#)

982.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Onjo's solution](#)

983.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · last AC: 2021-11-07 · Python 3 (first AC) · Tags: —

[Onjo's solution](#)

984.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

985.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

986.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

987.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

988.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

989.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

990.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

991.

102893G

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

992.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

993.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

994.

102893I

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

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

995.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

996.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

997.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

998.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

999.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1000.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1001.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1002.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1003.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1004.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1005.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1006.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1007.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1008.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1009.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1010.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1011.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1012.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1013.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1014.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1015.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1016.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1017.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1018.

101612H

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

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1019.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1020.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1021.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1022.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1023.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1024.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1025.

101612B

[Boolean Satisfability](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1026.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1027.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1028.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1029.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1030.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1031.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1032.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1033.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1034.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1035.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1036.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1037.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1038.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1039.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1040.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1041.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1042.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1043.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1044.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1045.

102896G

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

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1046.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1047.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1048.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1049.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1050.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1051.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1052.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)

1053.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, math

[Onjo's solution](#)

1054.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[Onjo's solution](#)

1055.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Onjo's solution](#)

1056.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1057.

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1058.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1059.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1060.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · Python 3 (first AC) · Tags: —

[Onjo's solution](#)

1061.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1062.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1063.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · Haskell (first AC) · Tags: —

[Onjo's solution](#)

1064.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Onjo's solution](#)

1065.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Onjo's solution](#)