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Unique solved — PersistentLife

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

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

Filters: none

Count: 653

1.

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2.

2039A

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3.

1991A

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4.

1919B

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5.

1919A

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6.

1909A

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7.

1870A

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9.

1864A

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10.

1804A

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11.

1799A

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12.

1782A

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13.

1779A

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14.

1750B

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15.

1750A

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16.

1746A

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17.

1746B

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18.

1738A

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19.

1704A

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20.

1651B

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21.

1651A

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22.

1638A

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23.

954A

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24.

938A

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25.

1625A

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26.

710A

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1623A

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28.

702A

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29.

1591A

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30.

620A

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31.

1582A

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32.

1586A

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33.

1598A

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34.

1592A

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35.

1574A

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36.

1554A

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37.

1551B1

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38.

1551A

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39.

1541A

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1088A

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41.

1515A

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42.

1451A

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43.

1517A

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44.

1516A

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45.

1509A

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46.

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47.

1504A

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48.

1484A

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49.

1501A

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50.

1382A

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51.

1492A

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52.

1371A

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53.

1447A

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54.

1466B

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55.

1466A

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[PersistentLife's solution](#)

56.

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings

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57.

1481A

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[PersistentLife's solution](#)

58.

1478A

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Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy

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59.

1459A

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Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, probabilities

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60.

1461A

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

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61.

1455A

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

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62.

1457A

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63.

1433B

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64.

1433A

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65.

1428A

[Box is Pull](#) · [Tutorial](#)

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66.

1393A

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67.

1399B

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68.

1399A

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69.

1370A

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70.

1360A

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71.

1352A

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72.

1343B

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73.

1335A

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

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74.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

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75.

1737A

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76.

1726A

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77.

915A

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78.

903A

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79.

893A

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80.

808A

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Quality: 11,004 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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81.

1591B

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82.

616A

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83.

1610A

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84.

1588A

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85.

1582B

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Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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86.

1559B

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87.

1559A

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88.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

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89.

1543B

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90.

1451B

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

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91.

1501B

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92.

1496A

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Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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93.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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94.

1467A

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Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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95.

1471A

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96.

1343A

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97.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: implementation, math

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98.

1335B

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99.

2039B

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

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[PersistentLife's solution](#)

100.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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101.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PersistentLife's solution](#)

102.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[PersistentLife's solution](#)

103.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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104.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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105.

1704B

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106.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[PersistentLife's solution](#)

107.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

108.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

109.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[PersistentLife's solution](#)

110.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

111.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[PersistentLife's solution](#)

112.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

113.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[PersistentLife's solution](#)

114.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation, sortings

[PersistentLife's solution](#)

115.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[PersistentLife's solution](#)

116.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

117.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2021-04-27 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[PersistentLife's solution](#)

118.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: implementation

[PersistentLife's solution](#)

119.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[PersistentLife's solution](#)

120.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1000 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

121.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[PersistentLife's solution](#)

122.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[PersistentLife's solution](#)

123.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

124.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[PersistentLife's solution](#)

125.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[PersistentLife's solution](#)

126.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[PersistentLife's solution](#)

127.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[PersistentLife's solution](#)

128.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[PersistentLife's solution](#)

129.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

130.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[PersistentLife's solution](#)

131.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[PersistentLife's solution](#)

132.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[PersistentLife's solution](#)

133.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[PersistentLife's solution](#)

134.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[PersistentLife's solution](#)

135.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[PersistentLife's solution](#)

136.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: brute force, math
[PersistentLife's solution](#)

137.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy
[PersistentLife's solution](#)

138.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[PersistentLife's solution](#)

139.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[PersistentLife's solution](#)

140.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[PersistentLife's solution](#)

141.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dp, games

[PersistentLife's solution](#)

142.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[PersistentLife's solution](#)

143.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[PersistentLife's solution](#)

144.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[PersistentLife's solution](#)

145.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[PersistentLife's solution](#)

146.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[PersistentLife's solution](#)

147.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

[PersistentLife's solution](#)

148.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[PersistentLife's solution](#)

149.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

150.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[PersistentLife's solution](#)

151.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[PersistentLife's solution](#)

152.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[PersistentLife's solution](#)

153.

1335C

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

Quality: 38,966 global accepts · Rating: 1100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings
[PersistentLife's solution](#)

154.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation, math
[PersistentLife's solution](#)

155.

2039C1

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

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

156.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[PersistentLife's solution](#)

157.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[PersistentLife's solution](#)

158.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[PersistentLife's solution](#)

159.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[PersistentLife's solution](#)

160.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[PersistentLife's solution](#)

161.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PersistentLife's solution](#)

162.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

163.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[PersistentLife's solution](#)

164.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[PersistentLife's solution](#)

165.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[PersistentLife's solution](#)

166.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[PersistentLife's solution](#)

167.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

168.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PersistentLife's solution](#)

169.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[PersistentLife's solution](#)

170.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[PersistentLife's solution](#)

171.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[PersistentLife's solution](#)

172.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[PersistentLife's solution](#)

173.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[PersistentLife's solution](#)

174.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy

[PersistentLife's solution](#)

175.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[PersistentLife's solution](#)

176.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PersistentLife's solution](#)

177.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 1200 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[PersistentLife's solution](#)

178.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[PersistentLife's solution](#)

179.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PersistentLife's solution](#)

180.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[PersistentLife's solution](#)

181.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: dp, implementation, math

[PersistentLife's solution](#)

182.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: math

[PersistentLife's solution](#)

183.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[PersistentLife's solution](#)

184.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[PersistentLife's solution](#)

185.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[PersistentLife's solution](#)

186.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[PersistentLife's solution](#)

187.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[PersistentLife's solution](#)

188.

1352C

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

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, math

[PersistentLife's solution](#)

189.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[PersistentLife's solution](#)

190.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · last AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[PersistentLife's solution](#)

191.

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[PersistentLife's solution](#)

192.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

193.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

194.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[PersistentLife's solution](#)

195.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[PersistentLife's solution](#)

196.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[PersistentLife's solution](#)

197.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PersistentLife's solution](#)

198.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[PersistentLife's solution](#)

199.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[PersistentLife's solution](#)

200.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[PersistentLife's solution](#)

201.

962B

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

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PersistentLife's solution](#)

202.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

203.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[PersistentLife's solution](#)

204.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

205.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[PersistentLife's solution](#)

206.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[PersistentLife's solution](#)

207.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

208.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-10-20 · last AC: 2021-12-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[PersistentLife's solution](#)

209.

1591C

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

Rating: 1300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

210.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[PersistentLife's solution](#)

211.

600B

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

Quality: 39,163 global accepts · Rating: 1300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[PersistentLife's solution](#)

212.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PersistentLife's solution](#)

213.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

214.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[PersistentLife's solution](#)

215.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[PersistentLife's solution](#)

216.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[PersistentLife's solution](#)

217.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[PersistentLife's solution](#)

218.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[PersistentLife's solution](#)

219.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[PersistentLife's solution](#)

220.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PersistentLife's solution](#)

221.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[PersistentLife's solution](#)

222.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[PersistentLife's solution](#)

223.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp, math

[PersistentLife's solution](#)

224.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: combinatorics, math
[PersistentLife's solution](#)

225.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: greedy, number theory
[PersistentLife's solution](#)

226.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: implementation
[PersistentLife's solution](#)

227.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: *special, brute force
[PersistentLife's solution](#)

228.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1300 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[PersistentLife's solution](#)

229.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[PersistentLife's solution](#)

230.

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
[PersistentLife's solution](#)

231.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[PersistentLife's solution](#)

232.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[PersistentLife's solution](#)

233.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[PersistentLife's solution](#)

234.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[PersistentLife's solution](#)

235.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[PersistentLife's solution](#)

236.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[PersistentLife's solution](#)

237.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PersistentLife's solution](#)

238.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PersistentLife's solution](#)

239.

803A

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

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[PersistentLife's solution](#)

240.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[PersistentLife's solution](#)

241.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[PersistentLife's solution](#)

242.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[PersistentLife's solution](#)

243.

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2020-04-26 · last AC: 2021-12-21 · GNU C++11 (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

244.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[PersistentLife's solution](#)

245.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[PersistentLife's solution](#)

246.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[PersistentLife's solution](#)

247.

1559D1

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

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[PersistentLife's solution](#)

248.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[PersistentLife's solution](#)

249.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[PersistentLife's solution](#)

250.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: brute force, math

[PersistentLife's solution](#)

251.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[PersistentLife's solution](#)

252.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

253.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[PersistentLife's solution](#)

254.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[PersistentLife's solution](#)

255.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

256.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[PersistentLife's solution](#)

257.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[PersistentLife's solution](#)

258.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

259.

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[PersistentLife's solution](#)

260.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: games, math, number theory

[PersistentLife's solution](#)

261.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, implementation

[PersistentLife's solution](#)

262.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[PersistentLife's solution](#)

263.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[PersistentLife's solution](#)

264.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[PersistentLife's solution](#)

265.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[PersistentLife's solution](#)

266.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[PersistentLife's solution](#)

267.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[PersistentLife's solution](#)

268.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math
[PersistentLife's solution](#)

269.

504A

[Misha and Forest · Tutorial](#)

Rating: 1500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[PersistentLife's solution](#)

270.

1651C

[Fault-tolerant Network · Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[PersistentLife's solution](#)

271.

1630A

[And Matching · Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[PersistentLife's solution](#)

272.

846A

[Curriculum Vitae · Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-05-23 · last AC: 2022-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation
[PersistentLife's solution](#)

273.

817B

[Makes And The Product · Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[PersistentLife's solution](#)

274.

527C

[Glass Carving · Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[PersistentLife's solution](#)

275.

710C

[Magic Odd Square · Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[PersistentLife's solution](#)

276.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[PersistentLife's solution](#)

277.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[PersistentLife's solution](#)

278.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PersistentLife's solution](#)

279.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[PersistentLife's solution](#)

280.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[PersistentLife's solution](#)

281.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[PersistentLife's solution](#)

282.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[PersistentLife's solution](#)

283.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[PersistentLife's solution](#)

284.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[PersistentLife's solution](#)

285.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[PersistentLife's solution](#)

286.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

287.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: implementation

[PersistentLife's solution](#)

288.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[PersistentLife's solution](#)

289.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[PersistentLife's solution](#)

290.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: brute force, dp

[PersistentLife's solution](#)

291.

1461C

[Random Events](#) · [Tutorial](#)

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

[PersistentLife's solution](#)

292.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[PersistentLife's solution](#)

293.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

294.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[PersistentLife's solution](#)

295.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[PersistentLife's solution](#)

296.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[PersistentLife's solution](#)

297.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[PersistentLife's solution](#)

298.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[PersistentLife's solution](#)

299.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[PersistentLife's solution](#)

300.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[PersistentLife's solution](#)

301.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[PersistentLife's solution](#)

302.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[PersistentLife's solution](#)

303.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[PersistentLife's solution](#)

304.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[PersistentLife's solution](#)

305.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[PersistentLife's solution](#)

306.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[PersistentLife's solution](#)

307.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[PersistentLife's solution](#)

308.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[PersistentLife's solution](#)

309.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[PersistentLife's solution](#)

310.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[PersistentLife's solution](#)

311.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers
[PersistentLife's solution](#)

312.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[PersistentLife's solution](#)

313.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[PersistentLife's solution](#)

314.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[PersistentLife's solution](#)

315.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[PersistentLife's solution](#)

316.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[PersistentLife's solution](#)

317.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[PersistentLife's solution](#)

318.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[PersistentLife's solution](#)

319.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[PersistentLife's solution](#)

320.

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, interactive

[PersistentLife's solution](#)

321.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[PersistentLife's solution](#)

322.

1504C

[Balance the Bits · Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[PersistentLife's solution](#)

323.

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[PersistentLife's solution](#)

324.

1484C

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[PersistentLife's solution](#)

325.

1371D

[Grid-00100 · Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-02-10 · last AC: 2021-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[PersistentLife's solution](#)

326.

1481C

[Fence Painting · Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[PersistentLife's solution](#)

327.

1469C

[Building a Fence · Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-30 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[PersistentLife's solution](#)

328.

1459C

[Row GCD · Tutorial](#)

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

[PersistentLife's solution](#)

329.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[PersistentLife's solution](#)

330.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math, number theory

[PersistentLife's solution](#)

331.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[PersistentLife's solution](#)

332.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[PersistentLife's solution](#)

333.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PersistentLife's solution](#)

334.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[PersistentLife's solution](#)

335.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[PersistentLife's solution](#)

336.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[PersistentLife's solution](#)

337.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[PersistentLife's solution](#)

338.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[PersistentLife's solution](#)

339.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

340.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

341.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[PersistentLife's solution](#)

342.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[PersistentLife's solution](#)

343.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[PersistentLife's solution](#)

344.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[PersistentLife's solution](#)

345.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

346.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[PersistentLife's solution](#)

347.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[PersistentLife's solution](#)

348.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1700 · first AC: 2020-12-26 · last AC: 2021-12-17 · GNU C++11 (first AC) · Tags: sortings, strings

[PersistentLife's solution](#)

349.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2021-11-17 · last AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[PersistentLife's solution](#)

350.

1586C

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

Quality: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[PersistentLife's solution](#)

351.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[PersistentLife's solution](#)

352.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[PersistentLife's solution](#)

353.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[PersistentLife's solution](#)

354.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[PersistentLife's solution](#)

355.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[PersistentLife's solution](#)

356.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[PersistentLife's solution](#)

357.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[PersistentLife's solution](#)

358.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: games, geometry, math

[PersistentLife's solution](#)

359.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[PersistentLife's solution](#)

360.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[PersistentLife's solution](#)

361.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[PersistentLife's solution](#)

362.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[PersistentLife's solution](#)

363.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[PersistentLife's solution](#)

364.

1480C

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

Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[PersistentLife's solution](#)

365.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[PersistentLife's solution](#)

366.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2020-12-23 · last AC: 2020-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[PersistentLife's solution](#)

367.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[PersistentLife's solution](#)

368.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp, matrices

[PersistentLife's solution](#)

369.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

370.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[PersistentLife's solution](#)

371.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[PersistentLife's solution](#)

372.

1965B

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

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

373.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[PersistentLife's solution](#)

374.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[PersistentLife's solution](#)

375.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[PersistentLife's solution](#)

376.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[PersistentLife's solution](#)

377.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[PersistentLife's solution](#)

378.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[PersistentLife's solution](#)

379.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[PersistentLife's solution](#)

380.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

381.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

382.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[PersistentLife's solution](#)

383.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[PersistentLife's solution](#)

384.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[PersistentLife's solution](#)

385.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[PersistentLife's solution](#)

386.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[PersistentLife's solution](#)

387.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PersistentLife's solution](#)

388.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[PersistentLife's solution](#)

389.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[PersistentLife's solution](#)

390.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

[PersistentLife's solution](#)

391.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[PersistentLife's solution](#)

392.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[PersistentLife's solution](#)

393.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PersistentLife's solution](#)

394.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[PersistentLife's solution](#)

395.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[PersistentLife's solution](#)

396.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[PersistentLife's solution](#)

397.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[PersistentLife's solution](#)

398.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-02 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[PersistentLife's solution](#)

399.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[PersistentLife's solution](#)

400.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[PersistentLife's solution](#)

401.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

402.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, graphs

[PersistentLife's solution](#)

403.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[PersistentLife's solution](#)

404.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[PersistentLife's solution](#)

405.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[PersistentLife's solution](#)

406.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy

[PersistentLife's solution](#)

407.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[PersistentLife's solution](#)

408.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[PersistentLife's solution](#)

409.

1447D

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

Rating: 1800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[PersistentLife's solution](#)

410.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[PersistentLife's solution](#)

411.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[PersistentLife's solution](#)

412.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[PersistentLife's solution](#)

413.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[PersistentLife's solution](#)

414.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: dp
[PersistentLife's solution](#)

415.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-08-13 · last AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy
[PersistentLife's solution](#)

416.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers
[PersistentLife's solution](#)

417.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[PersistentLife's solution](#)

418.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[PersistentLife's solution](#)

419.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[PersistentLife's solution](#)

420.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[PersistentLife's solution](#)

421.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[PersistentLife's solution](#)

422.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[PersistentLife's solution](#)

423.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

424.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[PersistentLife's solution](#)

425.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[PersistentLife's solution](#)

426.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[PersistentLife's solution](#)

427.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[PersistentLife's solution](#)

428.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[PersistentLife's solution](#)

429.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[PersistentLife's solution](#)

430.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[PersistentLife's solution](#)

431.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[PersistentLife's solution](#)

432.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[PersistentLife's solution](#)

433.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[PersistentLife's solution](#)

434.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[PersistentLife's solution](#)

435.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[PersistentLife's solution](#)

436.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[PersistentLife's solution](#)

437.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[PersistentLife's solution](#)

438.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[PersistentLife's solution](#)

439.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

440.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[PersistentLife's solution](#)

441.

702D

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

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[PersistentLife's solution](#)

442.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[PersistentLife's solution](#)

443.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[PersistentLife's solution](#)

444.

1591D

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

Rating: 1900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[PersistentLife's solution](#)

445.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[PersistentLife's solution](#)

446.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PersistentLife's solution](#)

447.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[PersistentLife's solution](#)

448.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[PersistentLife's solution](#)

449.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

450.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[PersistentLife's solution](#)

451.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[PersistentLife's solution](#)

452.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-06-27 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[PersistentLife's solution](#)

453.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[PersistentLife's solution](#)

454.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[PersistentLife's solution](#)

455.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[PersistentLife's solution](#)

456.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[PersistentLife's solution](#)

457.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: games, greedy

[PersistentLife's solution](#)

458.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: games

[PersistentLife's solution](#)

459.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PersistentLife's solution](#)

460.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[PersistentLife's solution](#)

461.

1480D1

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

Rating: 1900 · first AC: 2021-02-08 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[PersistentLife's solution](#)

462.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[PersistentLife's solution](#)

463.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[PersistentLife's solution](#)

464.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

465.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

466.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[PersistentLife's solution](#)

467.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

468.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[PersistentLife's solution](#)

469.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[PersistentLife's solution](#)

470.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[PersistentLife's solution](#)

471.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[PersistentLife's solution](#)

472.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[PersistentLife's solution](#)

473.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[PersistentLife's solution](#)

474.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[PersistentLife's solution](#)

475.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[PersistentLife's solution](#)

476.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[PersistentLife's solution](#)

477.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

478.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[PersistentLife's solution](#)

479.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[PersistentLife's solution](#)

480.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[PersistentLife's solution](#)

481.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[PersistentLife's solution](#)

482.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[PersistentLife's solution](#)

483.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[PersistentLife's solution](#)

484.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[PersistentLife's solution](#)

485.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[PersistentLife's solution](#)

486.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[PersistentLife's solution](#)

487.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[PersistentLife's solution](#)

488.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[PersistentLife's solution](#)

489.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[PersistentLife's solution](#)

490.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[PersistentLife's solution](#)

491.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[PersistentLife's solution](#)

492.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[PersistentLife's solution](#)

493.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[PersistentLife's solution](#)

494.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

495.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[PersistentLife's solution](#)

496.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[PersistentLife's solution](#)

497.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[PersistentLife's solution](#)

498.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[PersistentLife's solution](#)

499.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[PersistentLife's solution](#)

500.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[PersistentLife's solution](#)

501.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

502.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

503.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

504.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: dp, games

[PersistentLife's solution](#)

505.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[PersistentLife's solution](#)

506.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · last AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[PersistentLife's solution](#)

507.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[PersistentLife's solution](#)

508.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-02-03 · last AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[PersistentLife's solution](#)

509.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: brute force, dp

[PersistentLife's solution](#)

510.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[PersistentLife's solution](#)

511.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms

[PersistentLife's solution](#)

512.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[PersistentLife's solution](#)

513.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[PersistentLife's solution](#)

514.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

515.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[PersistentLife's solution](#)

516.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[PersistentLife's solution](#)

517.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[PersistentLife's solution](#)

518.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[PersistentLife's solution](#)

519.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[PersistentLife's solution](#)

520.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[PersistentLife's solution](#)

521.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[PersistentLife's solution](#)

522.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[PersistentLife's solution](#)

523.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[PersistentLife's solution](#)

524.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

525.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

526.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[PersistentLife's solution](#)

527.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[PersistentLife's solution](#)

528.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[PersistentLife's solution](#)

529.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[PersistentLife's solution](#)

530.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[PersistentLife's solution](#)

531.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[PersistentLife's solution](#)

532.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[PersistentLife's solution](#)

533.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[PersistentLife's solution](#)

534.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[PersistentLife's solution](#)

535.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[PersistentLife's solution](#)

536.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[PersistentLife's solution](#)

537.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[PersistentLife's solution](#)

538.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[PersistentLife's solution](#)

539.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp, greedy

[PersistentLife's solution](#)

540.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[PersistentLife's solution](#)

541.

1480D2

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

Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[PersistentLife's solution](#)

542.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-11-14 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: dp, math

[PersistentLife's solution](#)

543.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[PersistentLife's solution](#)

544.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[PersistentLife's solution](#)

545.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[PersistentLife's solution](#)

546.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[PersistentLife's solution](#)

547.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[PersistentLife's solution](#)

548.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[PersistentLife's solution](#)

549.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[PersistentLife's solution](#)

550.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[PersistentLife's solution](#)

551.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

552.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[PersistentLife's solution](#)

553.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[PersistentLife's solution](#)

554.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[PersistentLife's solution](#)

555.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[PersistentLife's solution](#)

556.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[PersistentLife's solution](#)

557.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[PersistentLife's solution](#)

558.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[PersistentLife's solution](#)

559.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[PersistentLife's solution](#)

560.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[PersistentLife's solution](#)

561.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[PersistentLife's solution](#)

562.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

563.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-02-02 · last AC: 2021-11-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[PersistentLife's solution](#)

564.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PersistentLife's solution](#)

565.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[PersistentLife's solution](#)

566.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings,

graphs, greedy, trees

[PersistentLife's solution](#)

567.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[PersistentLife's solution](#)

568.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[PersistentLife's solution](#)

569.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[PersistentLife's solution](#)

570.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[PersistentLife's solution](#)

571.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[PersistentLife's solution](#)

572.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[PersistentLife's solution](#)

573.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[PersistentLife's solution](#)

574.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[PersistentLife's solution](#)

575.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[PersistentLife's solution](#)

576.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

graphs, greedy, math

[PersistentLife's solution](#)

577.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[PersistentLife's solution](#)

578.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[PersistentLife's solution](#)

579.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[PersistentLife's solution](#)

580.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[PersistentLife's solution](#)

581.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[PersistentLife's solution](#)

582.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dp, sortings

[PersistentLife's solution](#)

583.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[PersistentLife's solution](#)

584.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[PersistentLife's solution](#)

585.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[PersistentLife's solution](#)

586.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[PersistentLife's solution](#)

587.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[PersistentLife's solution](#)

588.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[PersistentLife's solution](#)

589.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[PersistentLife's solution](#)

590.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[PersistentLife's solution](#)

591.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[PersistentLife's solution](#)

592.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[PersistentLife's solution](#)

593.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[PersistentLife's solution](#)

594.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[PersistentLife's solution](#)

595.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

596.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[PersistentLife's solution](#)

597.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[PersistentLife's solution](#)

598.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[PersistentLife's solution](#)

599.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[PersistentLife's solution](#)

600.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[PersistentLife's solution](#)

601.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[PersistentLife's solution](#)

602.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[PersistentLife's solution](#)

603.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[PersistentLife's solution](#)

604.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: probabilities

[PersistentLife's solution](#)

605.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[PersistentLife's solution](#)

606.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[PersistentLife's solution](#)

607.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[PersistentLife's solution](#)

608.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[PersistentLife's solution](#)

609.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[PersistentLife's solution](#)

610.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[PersistentLife's solution](#)

611.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[PersistentLife's solution](#)

612.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[PersistentLife's solution](#)

613.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

614.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[PersistentLife's solution](#)

615.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[PersistentLife's solution](#)

616.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

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617.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: data structures

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618.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

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619.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[PersistentLife's solution](#)

620.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[PersistentLife's solution](#)

621.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

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622.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[PersistentLife's solution](#)

623.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[PersistentLife's solution](#)

624.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[PersistentLife's solution](#)

625.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[PersistentLife's solution](#)

626.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[PersistentLife's solution](#)

627.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[PersistentLife's solution](#)

628.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dp

[PersistentLife's solution](#)

629.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[PersistentLife's solution](#)

630.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[PersistentLife's solution](#)

631.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[PersistentLife's solution](#)

632.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, implementation

[PersistentLife's solution](#)

633.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[PersistentLife's solution](#)

634.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[PersistentLife's solution](#)

635.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-08-18 · last AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[PersistentLife's solution](#)

636.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[PersistentLife's solution](#)

637.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[PersistentLife's solution](#)

638.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[PersistentLife's solution](#)

639.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[PersistentLife's solution](#)

640.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[PersistentLife's solution](#)

641.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[PersistentLife's solution](#)

642.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[PersistentLife's solution](#)

643.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PersistentLife's solution](#)

644.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[PersistentLife's solution](#)

645.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[PersistentLife's solution](#)

646.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PersistentLife's solution](#)

647.

100273I

[I18n](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PersistentLife's solution](#)

648.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[PersistentLife's solution](#)

649.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[PersistentLife's solution](#)

650.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: *special

[PersistentLife's solution](#)

651.

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: —

[PersistentLife's solution](#)

652.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: *special

[PersistentLife's solution](#)

653.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: —

[PersistentLife's solution](#)