

Unique solved — Piokemon

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1.

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4.

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5.

2057A

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6.

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8.

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11.

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13.

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15.

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32.

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34.

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41.

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48.

1765B

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1764A

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50.

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51.

1746A

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52.

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53.

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54.

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57.

1712B

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1695A

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69.

1660B

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70.

1660A

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1658B

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73.

1325A

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74.

231A

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75.

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76.

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78.

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81.

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82.

1560C

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84.

1560A

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85.

1557A

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86.

1551B1

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87.

1551A

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88.

1550A

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89.

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90.

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92.

1527A

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94.

1529A

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95.

1541A

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96.

1539B

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97.

1537A

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98.

1534A

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99.

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100.

1538A

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101.

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103.

1367A

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Quality: 67,717 global accepts · Rating: 800 · first AC: 2020-06-16 · last AC: 2021-04-01 · PyPy 3 (first AC) · Tags: implementation, strings

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104.

427A

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Quality: 97,251 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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105.

705A

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Quality: 132,131 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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106.

1358A

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Quality: 43,195 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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107.

1360A

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Quality: 57,104 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2021-02-24 · Python 3 (first AC) · Tags: greedy, math

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108.

855A

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Quality: 27,352 global accepts · Rating: 800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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109.

141A

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Quality: 101,420 global accepts · Rating: 800 · first AC: 2020-09-26 · last AC: 2021-01-14 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

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110.

510A

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Quality: 105,956 global accepts · Rating: 800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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111.

110A

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112.

112A

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113.

339A

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Quality: 275,447 global accepts · Rating: 800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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114.

71A

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115.

281A

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116.

1436A

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117.

1421A

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118.

472A

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119.

617A

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120.

4A

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Quality: 688,071 global accepts · Rating: 800 · first AC: 2020-05-04 · last AC: 2020-10-06 · Python 3 (first AC) · Tags: brute force, math

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121.

1426A

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122.

1417A

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123.

119A

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124.

144A

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[Piokemon's solution](#)

125.

146A

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126.

148A

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127.

151A

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128.

1405A

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129.

1399A

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130.

158A

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131.

233A

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

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132.

236A

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133.

228A

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Quality: 139,845 global accepts · Rating: 800 · first AC: 2020-09-01 · PyPy 3 (first AC) · Tags: implementation

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134.

1397A

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[Piokemon's solution](#)

135.

1400A

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136.

1398A

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137.

1398B

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138.

1391B

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139.

1391A

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140.

1399B

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141.

1388A

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142.

1389A

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143.

1382A

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144.

1250F

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145.

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146.

1374A

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147.

1369A

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148.

1370A

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[Piokemon's solution](#)

149.

1367B

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150.

1360B

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151.

1353B

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[Piokemon's solution](#)

152.

1353A

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153.

1352A

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154.

1345A

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155.

1348A

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156.

785A

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157.

1973A

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158.

1860A

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159.

1856B

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160.

977B

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161.

1093B

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162.

1845B

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163.

1764B

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164.

1732B

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165.

1689B

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166.

1699B

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167.

1475A

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168.

1150B

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169.

1668B

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170.

1665B

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171.

1501B

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172.

1593B

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173.

1559A

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174.

1559B

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175.

1543B

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176.

1543A

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177.

1537B

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178.

913A

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179.

26A

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180.

1436B

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Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

181.

1419A

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182.

1406A

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183.

1106C

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184.

1374B

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185.

1373B

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[Piokemon's solution](#)

186.

1354A

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187.

2147B

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188.

1195B

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Quality: 21,960 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

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189.

2057B

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190.

2002B

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191.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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192.

1916B

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Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Piokemon's solution](#)

193.

1877B

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[Piokemon's solution](#)

194.

1861B

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Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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195.

1858C

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[Piokemon's solution](#)

196.

1859B

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197.

1844B

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Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

198.

1847B

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199.

659A

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[Piokemon's solution](#)

200.

1802B

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[Piokemon's solution](#)

201.

1834B

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Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Piokemon's solution](#)

202.

1782B

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Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Piokemon's solution](#)

203.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Piokemon's solution](#)

204.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Piokemon's solution](#)

205.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Piokemon's solution](#)

206.

1732A

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Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Piokemon's solution](#)

207.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Piokemon's solution](#)

208.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Piokemon's solution](#)

209.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Piokemon's solution](#)

210.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

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211.

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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212.

1579E1

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Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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213.

1569B

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Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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214.

1567B

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Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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215.

1562B

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216.

1539A

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Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

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217.

17A

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Quality: 21,405 global accepts · Rating: 1000 · first AC: 2020-11-01 · PyPy 3 (first AC) · Tags: brute force, math, number theory

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218.

1419D1

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219.

1418A

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Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-15 · PyPy 3 (first AC) · Tags: math

[Piokemon's solution](#)

220.

1405B

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221.

1395A

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222.

1388B

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[Piokemon's solution](#)

223.

978C

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Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: binary search, implementation, two pointers

[Piokemon's solution](#)

224.

1374C

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Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: greedy, strings

[Piokemon's solution](#)

225.

1373A

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[Piokemon's solution](#)

226.

1359B

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Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, two

pointers

[Piokemon's solution](#)

227.

1359A

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Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, greedy, math

[Piokemon's solution](#)

228.

1353C

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[Piokemon's solution](#)

229.

2107B

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Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Piokemon's solution](#)

230.

1976B

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Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Piokemon's solution](#)

231.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[Piokemon's solution](#)

232.

1946B

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Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Piokemon's solution](#)

233.

1923B

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Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Piokemon's solution](#)

234.

1884B

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Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Piokemon's solution](#)

235.

1863C

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Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Piokemon's solution](#)

236.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Piokemon's solution](#)

237.

1864B

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[Piokemon's solution](#)

238.

1602B

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[Piokemon's solution](#)

239.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Piokemon's solution](#)

240.

797A

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Quality: 19,892 global accepts · Rating: 1100 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Piokemon's solution](#)

241.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Piokemon's solution](#)

242.

1836B

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Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Piokemon's solution](#)

243.

1838B

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Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

244.

1731B

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Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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245.

1712C

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Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Piokemon's solution](#)

246.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Piokemon's solution](#)

247.

1463A

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Quality: 27,930 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Piokemon's solution](#)

248.

363B

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Quality: 67,098 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Piokemon's solution](#)

249.

1593D1

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Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Piokemon's solution](#)

250.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Piokemon's solution](#)

251.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Piokemon's solution](#)

252.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Piokemon's solution](#)

253.

1547C

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Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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254.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Piokemon's solution](#)

255.

1421B

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256.

1417B

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Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Piokemon's solution](#)

257.

1407A

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Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-10 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

258.

331C1

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

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2020-08-22 · PyPy 3 (first AC) · Tags: dp

[Piokemon's solution](#)

259.

630J

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[Piokemon's solution](#)

260.

1015C

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[Piokemon's solution](#)

261.

630D

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Quality: 12,664 global accepts · Rating: 1100 · first AC: 2020-08-03 · PyPy 3 (first AC) · Tags: math

[Piokemon's solution](#)

262.

630C

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Quality: 26,922 global accepts · Rating: 1100 · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: combinatorics, math

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263.

1382B

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[Piokemon's solution](#)

264.

1335C

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265.

1370B

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Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

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266.

1360C

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267.

1345B

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[Piokemon's solution](#)

268.

2118B

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Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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269.

2002C

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Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

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270.

1174B

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Quality: 16,856 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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271.

1793C

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[Piokemon's solution](#)

272.

1989B

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273.

1982C

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Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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274.

1982B

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275.

1928B

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276.

1925B

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277.

1922B

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278.

1916C

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279.

1909B

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280.

1877C

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281.

1870B

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282.

1860B

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283.

1859C

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284.

1553C

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285.

812A

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Quality: 6,449 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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286.

1744D

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Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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287.

350A

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Quality: 17,531 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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288.

1792B

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289.

1143B

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290.

1834C

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Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Piokemon's solution](#)

291.

872B

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[Piokemon's solution](#)

292.

1736B

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293.

1520D

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Quality: 64,499 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

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294.

1694B

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Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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295.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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296.

776B

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Quality: 25,734 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Piokemon's solution](#)

297.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

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298.

1559C

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Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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299.

1546B

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300.

1539C

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Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Piokemon's solution](#)

301.

1537C

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Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Piokemon's solution](#)

302.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

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[Piokemon's solution](#)

303.

1419B

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[Piokemon's solution](#)

304.

802M1

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Quality: 3,677 global accepts · Rating: 1200 · first AC: 2020-08-27 · PyPy 3 (first AC) · Tags: greedy, sortings

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305.

630R

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[Piokemon's solution](#)

306.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2020-08-13 · Python 3 (first AC) · Tags: implementation, strings

[Piokemon's solution](#)

307.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2020-08-11 · PyPy 3 (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[Piokemon's solution](#)

308.

1214C

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Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-08-08 · PyPy 3 (first AC) · Tags: data structures, greedy

[Piokemon's solution](#)

309.

1102C

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[Piokemon's solution](#)

310.

659C

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Quality: 11,961 global accepts · Rating: 1200 · first AC: 2020-08-06 · PyPy 3 (first AC) · Tags: greedy, implementation

[Piokemon's solution](#)

311.

1399C

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Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: brute force, greedy, two pointers

[Piokemon's solution](#)

312.

1385C

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Quality: 28,925 global accepts · Rating: 1200 · first AC: 2020-08-02 · PyPy 3 (first AC) · Tags: greedy

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313.

1384A

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[Piokemon's solution](#)

314.

1213C

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329.

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338.

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342.

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1659B

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357.

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358.

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363.

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1294C

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365.

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1371C

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519C

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369.

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370.

1364B

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1360D

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1360E

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373.

1352D

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383.

1845C

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384.

1838C

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1215B

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388.

1761C

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389.

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390.

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392.

1549C

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393.

1551B2

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394.

1541C

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396.

1365C

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397.

1354C1

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400.

1374D

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401.

1369C

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402.

489C

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403.

1363B

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404.

2147C

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405.

2115A

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406.

2107C

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407.

1925C

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408.

1877D

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409.

1882C

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410.

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411.

1416A

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412.

1842C

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413.

1133D

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414.

1732D1

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415.

676C

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416.

1659C

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417.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Piokemon's solution](#)

418.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Piokemon's solution](#)

419.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Piokemon's solution](#)

420.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Piokemon's solution](#)

421.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

422.

1546C

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

Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Piokemon's solution](#)

423.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Piokemon's solution](#)

424.

1542B

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Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Piokemon's solution](#)

425.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Piokemon's solution](#)

426.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Piokemon's solution](#)

427.

1526C1

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Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Piokemon's solution](#)

428.

1418C

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Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Piokemon's solution](#)

429.

1405C

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

Rating: 1500 · first AC: 2020-09-07 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Piokemon's solution](#)

430.

1397B

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Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, math, number theory, sortings

[Piokemon's solution](#)

431.

1391C

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Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math

[Piokemon's solution](#)

432.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, two pointers

[Piokemon's solution](#)

433.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Piokemon's solution](#)

434.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Piokemon's solution](#)

435.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Piokemon's solution](#)

436.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Piokemon's solution](#)

437.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Piokemon's solution](#)

438.

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Piokemon's solution](#)

439.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Piokemon's solution](#)

440.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Piokemon's solution](#)

441.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Piokemon's solution](#)

442.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Piokemon's solution](#)

443.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Piokemon's solution](#)

444.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Piokemon's solution](#)

445.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Piokemon's solution](#)

446.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Piokemon's solution](#)

447.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Piokemon's solution](#)

448.

1537E1

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

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-19 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Piokemon's solution](#)

449.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Piokemon's solution](#)

450.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Piokemon's solution](#)

451.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Piokemon's solution](#)

452.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: data structures, dp, math

[Piokemon's solution](#)

453.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-31 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[Piokemon's solution](#)

454.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: math

[Piokemon's solution](#)

455.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: math, sortings

[Piokemon's solution](#)

456.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Piokemon's solution](#)

457.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-14 · last AC: 2020-06-14 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[Piokemon's solution](#)

458.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,652 global accepts · Rating: 1600 · first AC: 2020-05-27 · Python 3 (first AC) · Tags: binary search, number theory

[Piokemon's solution](#)

459.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Piokemon's solution](#)

460.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Piokemon's solution](#)

461.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Piokemon's solution](#)

462.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Piokemon's solution](#)

463.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Piokemon's solution](#)

464.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Piokemon's solution](#)

465.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Piokemon's solution](#)

466.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Piokemon's solution](#)

467.

1930C

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Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Piokemon's solution](#)

468.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Piokemon's solution](#)

469.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Piokemon's solution](#)

470.

1864D

[Matrix Cascade](#) · [Tutorial](#)

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

[Piokemon's solution](#)

471.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Piokemon's solution](#)

472.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Piokemon's solution](#)

473.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Piokemon's solution](#)

474.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Piokemon's solution](#)

475.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

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476.

1209D

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Quality: 10,729 global accepts · Rating: 1700 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Piokemon's solution](#)

477.

1706D1

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Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Piokemon's solution](#)

478.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Piokemon's solution](#)

479.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Piokemon's solution](#)

480.

1694D

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

Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Piokemon's solution](#)

481.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Piokemon's solution](#)

482.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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483.

567D

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Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Piokemon's solution](#)

484.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Piokemon's solution](#)

485.

1360F

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Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

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486.

1359C

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Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-29 · last AC: 2020-05-31 · Python 3 (first AC) · Tags: binary search, math

[Piokemon's solution](#)

487.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

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488.

1176D

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Quality: 5,703 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Piokemon's solution](#)

489.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Piokemon's solution](#)

490.

1922E

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Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Piokemon's solution](#)

491.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

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492.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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493.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Piokemon's solution](#)

494.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Piokemon's solution](#)

495.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Piokemon's solution](#)

496.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Piokemon's solution](#)

497.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Piokemon's solution](#)

498.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Piokemon's solution](#)

499.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Piokemon's solution](#)

500.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Piokemon's solution](#)

501.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, games, greedy, implementation

[Piokemon's solution](#)

502.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2020-08-29 · PyPy 3 (first AC) · Tags: greedy

[Piokemon's solution](#)

503.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Piokemon's solution](#)

504.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Piokemon's solution](#)

505.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Piokemon's solution](#)

506.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Piokemon's solution](#)

507.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Piokemon's solution](#)

508.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Piokemon's solution](#)

509.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[Piokemon's solution](#)

510.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Piokemon's solution](#)

511.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Piokemon's solution](#)

512.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Piokemon's solution](#)

513.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Piokemon's solution](#)

514.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Piokemon's solution](#)

515.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Piokemon's solution](#)

516.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[Piokemon's solution](#)

517.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Piokemon's solution](#)

518.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Piokemon's solution](#)

519.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Piokemon's solution](#)

520.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[Piokemon's solution](#)

521.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Piokemon's solution](#)

522.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Piokemon's solution](#)

523.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Piokemon's solution](#)

524.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Piokemon's solution](#)

525.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Piokemon's solution](#)

526.

5C

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

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Piokemon's solution](#)

527.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Piokemon's solution](#)

528.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[Piokemon's solution](#)

529.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu
[Piokemon's solution](#)

530.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Piokemon's solution](#)

531.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Piokemon's solution](#)

532.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2020-05-13 · Python 3 (first AC) · Tags: graphs, shortest paths
[Piokemon's solution](#)

533.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[Piokemon's solution](#)

534.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[Piokemon's solution](#)

535.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Piokemon's solution](#)

536.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[Piokemon's solution](#)

537.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Piokemon's solution](#)

538.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Piokemon's solution](#)

539.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Piokemon's solution](#)

540.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Piokemon's solution](#)

541.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Piokemon's solution](#)

542.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[Piokemon's solution](#)

543.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Piokemon's solution](#)

544.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Piokemon's solution](#)

545.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Piokemon's solution](#)

546.

1894E

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

Rating: 2000 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Piokemon's solution](#)

547.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Piokemon's solution](#)

548.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Piokemon's solution](#)

549.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Piokemon's solution](#)

550.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Piokemon's solution](#)

551.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Piokemon's solution](#)

552.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Piokemon's solution](#)

553.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Piokemon's solution](#)

554.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Piokemon's solution](#)

555.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Piokemon's solution](#)

556.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Piokemon's solution](#)

557.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Piokemon's solution](#)

558.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Piokemon's solution](#)

559.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Piokemon's solution](#)

560.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-26 · PyPy 3 (first AC) · Tags: binary search, brute force, geometry, math

[Piokemon's solution](#)

561.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-05-31 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers

[Piokemon's solution](#)

562.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Piokemon's solution](#)

563.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Piokemon's solution](#)

564.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Piokemon's solution](#)

565.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Piokemon's solution](#)

566.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Piokemon's solution](#)

567.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Piokemon's solution](#)

568.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Piokemon's solution](#)

569.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Piokemon's solution](#)

570.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Piokemon's solution](#)

571.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Piokemon's solution](#)

572.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Piokemon's solution](#)

573.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Piokemon's solution](#)

574.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Piokemon's solution](#)

575.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Piokemon's solution](#)

576.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Piokemon's solution](#)

577.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games,

math, probabilities, sortings, strings, trees

[Piokemon's solution](#)

578.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Piokemon's solution](#)

579.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Piokemon's solution](#)

580.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Piokemon's solution](#)

581.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Piokemon's solution](#)

582.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Piokemon's solution](#)

583.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Piokemon's solution](#)

584.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Piokemon's solution](#)

585.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Piokemon's solution](#)

586.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Piokemon's solution](#)

587.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Piokemon's solution](#)

588.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Piokemon's solution](#)

589.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Piokemon's solution](#)

590.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Piokemon's solution](#)

591.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Piokemon's solution](#)

592.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Piokemon's solution](#)

593.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Piokemon's solution](#)

594.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Piokemon's solution](#)

595.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Piokemon's solution](#)

596.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Piokemon's solution](#)

597.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Piokemon's solution](#)

598.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Piokemon's solution](#)

599.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Piokemon's solution](#)

600.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Piokemon's solution](#)

601.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Piokemon's solution](#)

602.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Piokemon's solution](#)

603.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Piokemon's solution](#)

604.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Piokemon's solution](#)

605.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Piokemon's solution](#)

606.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Piokemon's solution](#)

607.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Piokemon's solution](#)

608.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy
[Piokemon's solution](#)

609.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
[Piokemon's solution](#)

610.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math
[Piokemon's solution](#)

611.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
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612.

1995D

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Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings
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613.

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
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614.

1203F2

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Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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615.

915E

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Quality: 5,573 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[Piokemon's solution](#)

616.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Piokemon's solution](#)

617.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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618.

2002E

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Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[Piokemon's solution](#)

619.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Piokemon's solution](#)

620.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[Piokemon's solution](#)

621.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Piokemon's solution](#)

622.

547C

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Quality: 3,402 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Piokemon's solution](#)

623.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Piokemon's solution](#)

624.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[Piokemon's solution](#)

625.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Piokemon's solution](#)

626.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math
[Piokemon's solution](#)

627.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[Piokemon's solution](#)

628.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Piokemon's solution](#)

629.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Piokemon's solution](#)

630.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Piokemon's solution](#)

631.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[Piokemon's solution](#)

632.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Piokemon's solution](#)

633.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Piokemon's solution](#)

634.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Piokemon's solution](#)

635.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Piokemon's solution](#)

636.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Piokemon's solution](#)

637.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Piokemon's solution](#)

638.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Piokemon's solution](#)

639.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Piokemon's solution](#)

640.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Piokemon's solution](#)

641.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Piokemon's solution](#)

642.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Piokemon's solution](#)

643.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Piokemon's solution](#)

644.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Piokemon's solution](#)

645.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Piokemon's solution](#)

646.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Piokemon's solution](#)

647.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Piokemon's solution](#)

648.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Piokemon's solution](#)

649.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Piokemon's solution](#)

650.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Piokemon's solution](#)

651.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Piokemon's solution](#)

652.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Piokemon's solution](#)

653.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Piokemon's solution](#)

654.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Piokemon's solution](#)

655.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[Piokemon's solution](#)

656.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[Piokemon's solution](#)

657.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Piokemon's solution](#)

658.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[Piokemon's solution](#)

659.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Piokemon's solution](#)

660.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Piokemon's solution](#)

661.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Piokemon's solution](#)

662.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Piokemon's solution](#)

663.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

664.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

665.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

666.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

667.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

668.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Piokemon's solution](#)

669.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Piokemon's solution](#)

670.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

671.

104511C

[Tree Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)

672.

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Piokemon's solution](#)