

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Plums

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

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

Filters: none

Count: 978

1.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Plums's solution](#)

2.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Plums's solution](#)

3.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

4.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

5.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

6.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

7.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

8.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Plums's solution](#)

9.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Plums's solution](#)

**10.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Plums's solution](#)

**11.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Plums's solution](#)

**12.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**13.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Plums's solution](#)

**14.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Plums's solution](#)

**15.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**16.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Plums's solution](#)

**17.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**18.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Plums's solution](#)

**19.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Plums's solution](#)

**20.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Plums's solution](#)

**21.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,383 global accepts · Rating: 800 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**22.**

1863A

[Channel](#) · [Tutorial](#)

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

[Plums's solution](#)

**23.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Plums's solution](#)

**24.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Plums's solution](#)

**25.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**26.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**27.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**28.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Plums's solution](#)

**29.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Plums's solution](#)

**30.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Plums's solution](#)

**31.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,073 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**32.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**33.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**34.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Plums's solution](#)

**35.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Plums's solution](#)

**36.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Plums's solution](#)

**37.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Plums's solution](#)

**38.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Plums's solution](#)

**39.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**40.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Plums's solution](#)

**41.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Plums's solution](#)

**42.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Plums's solution](#)

**43.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Plums's solution](#)

**44.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Plums's solution](#)

**45.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**46.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Plums's solution](#)

**47.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**48.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**49.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Plums's solution](#)

**50.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[Plums's solution](#)

**51.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**52.**

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Plums's solution](#)

**53.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Plums's solution](#)

**54.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**55.**

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Plums's solution](#)

**56.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**57.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Plums's solution](#)

**58.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**59.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Plums's solution](#)

**60.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**61.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Plums's solution](#)

**62.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Plums's solution](#)

**63.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,065 global accepts · Rating: 800 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Plums's solution](#)

**64.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**65.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**66.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Plums's solution](#)

**67.**

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Plums's solution](#)

**68.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Plums's solution](#)

**69.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**70.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**71.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**72.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**73.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**74.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Plums's solution](#)

**75.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Plums's solution](#)

**76.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Plums's solution](#)

**77.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Plums's solution](#)

**78.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**79.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**80.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Plums's solution](#)

**81.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**82.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Plums's solution](#)

**83.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**84.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**85.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Plums's solution](#)

**86.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**87.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Plums's solution](#)

**88.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**89.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Plums's solution](#)

**90.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**91.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Plums's solution](#)

**92.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**93.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**94.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Plums's solution](#)

**95.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Plums's solution](#)

**96.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**97.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Plums's solution](#)

**98.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**99.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Plums's solution](#)

**100.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**101.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**102.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**103.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**104.**

1712B

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Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**105.**

1712A

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Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**106.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**107.**

1716A

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Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**108.**

1713A

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**109.**

1714C

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**110.**

1714B

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Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**111.**

1706A

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**112.**

1708A

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**113.**

1703C

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**114.**

1703B

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**115.**

1703A

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**116.**

1702B

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1702A

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1701B

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**119.**

1701A

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**120.**

1374A

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**121.**

1696A

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**122.**

1695A

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1622A

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1692C

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1692B

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**126.**

1692A

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**127.**

1690C

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**129.**

1690A

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1691A

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**131.**

1686A

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**132.**

1684B

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1684A

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1670A

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1676C

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1676B

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**137.**

1676A

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**138.**

1678B1

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1678A

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**140.**

1675A

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**141.**

1674B

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**142.**

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**143.**

1673A

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1672B

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1672A

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1671A

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**148.**

1669C

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1669B

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**151.**

1668A

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**152.**

1453A

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**153.**

1337A

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**155.**

1661A

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**156.**

1665A

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**158.**

1409A

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**159.**

1660B

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**160.**

1660A

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**161.**

1316A

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1658B

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**163.**

1658A

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**164.**

1457A

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**165.**

1656A

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1657B

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**167.**

1657A

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**168.**

1654B

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**169.**

1654A

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1647A

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1651B

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1651A

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**173.**

330A

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1619B

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1426A

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**177.**

1549B

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**178.**

1549A

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**179.**

1642A

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**180.**

1644B

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**181.**

1644A

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**182.**

1635B

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**183.**

1635A

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**184.**

1638A

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1637A

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1634A

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1399B

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1399A

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**191.**

1162A

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**192.**

1618B

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1618A

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1632A

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**195.**

1631A

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1629B

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1627A

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1625A

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1624A

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**202.**

1602A

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**203.**

1487A

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1480A

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1621A

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1614A

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**207.**

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**208.**

1611A

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**209.**

1612A

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**210.**

1589A

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**211.**

1579A

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**214.**

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1569A

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1567A

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1556A

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1562A

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1560B

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1551B1

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1530B

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1529A

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1546A

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1537A

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1848A

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1747B

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1714A

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1609A

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1610A

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1612B

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1589C

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1555A

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1559B

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1535B

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**324.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-22 · Python 3 (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**325.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-21 · Python 3 (first AC) · Tags: brute force, dp, implementation, math

[Plums's solution](#)

**326.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-09 · Python 3 (first AC) · Tags: implementation

[Plums's solution](#)

**327.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Plums's solution](#)

**328.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**329.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**330.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Plums's solution](#)

**331.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Plums's solution](#)

**332.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**333.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Plums's solution](#)

**334.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,116 global accepts · Rating: 1000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**335.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Plums's solution](#)

**336.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**337.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Plums's solution](#)

**338.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Plums's solution](#)

**339.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

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

[Plums's solution](#)

**340.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Plums's solution](#)

**341.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**342.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Plums's solution](#)

**343.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**344.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Plums's solution](#)

**345.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Plums's solution](#)

**346.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**347.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**348.**

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**349.**

1782B

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

Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Plums's solution](#)

**350.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Plums's solution](#)

**351.**

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**352.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**353.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Plums's solution](#)

**354.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2022-10-31 · Python 3 (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**355.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Plums's solution](#)

**356.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**357.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**358.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Plums's solution](#)

**359.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**360.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Plums's solution](#)

**361.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · Java 11 (first AC) · Tags: games, greedy

[Plums's solution](#)

**362.**

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2022-06-21 · Java 11 (first AC) · Tags: implementation, sortings

[Plums's solution](#)

**363.**

1690D

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

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-11 · Java 11 (first AC) · Tags: implementation, two pointers

[Plums's solution](#)

**364.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-01 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Plums's solution](#)

**365.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: brute force, greedy, implementation

[Plums's solution](#)

**366.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-04 · Java 11 (first AC) · Tags: combinatorics, implementation, strings

[Plums's solution](#)

**367.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: brute force, math, sortings

[Plums's solution](#)

**368.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Plums's solution](#)

**369.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**370.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**371.**

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[Plums's solution](#)

**372.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: combinatorics, greedy, math

[Plums's solution](#)

**373.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: brute force, greedy, math, number theory

[Plums's solution](#)

**374.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Plums's solution](#)

**375.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**376.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · Java 11 (first AC) · Tags: greedy

[Plums's solution](#)

**377.**

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**378.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Plums's solution](#)

**379.**

1569B

[Chess Tournament](#) · [Tutorial](#)

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

[Plums's solution](#)

**380.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Plums's solution](#)

**381.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · Java 11 (first AC) · Tags: brute force, constructive algorithms,

implementation, math, number theory

[Plums's solution](#)

**382.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: implementation, math

[Plums's solution](#)

**383.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · Java 11 (first AC) · Tags: greedy, math

[Plums's solution](#)

**384.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Plums's solution](#)

**385.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**386.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Plums's solution](#)

**387.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**388.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**389.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2020-04-27 · Python 3 (first AC) · Tags: greedy, math

[Plums's solution](#)

**390.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Plums's solution](#)

**391.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Plums's solution](#)

**392.**

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Plums's solution](#)

**393.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Plums's solution](#)

**394.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Plums's solution](#)

**395.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Plums's solution](#)

**396.**

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  
[Plums's solution](#)

**397.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[Plums's solution](#)

**398.**

1807G2

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

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[Plums's solution](#)

**399.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[Plums's solution](#)

**400.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,011 global accepts · Rating: 1100 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math  
[Plums's solution](#)

**401.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[Plums's solution](#)

**402.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[Plums's solution](#)

**403.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Plums's solution](#)

**404.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[Plums's solution](#)

**405.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[Plums's solution](#)

**406.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[Plums's solution](#)

**407.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2021-06-15 · last AC: 2022-10-31 · Java 11 (first AC) · Tags: greedy, implementation  
[Plums's solution](#)

**408.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[Plums's solution](#)

**409.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Plums's solution](#)

**410.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[Plums's solution](#)

**411.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[Plums's solution](#)

**412.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Plums's solution](#)

**413.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Plums's solution](#)

**414.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**415.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**416.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Plums's solution](#)

**417.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**418.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Plums's solution](#)

**419.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Plums's solution](#)

**420.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · Java 11 (first AC) · Tags: brute force, implementation

[Plums's solution](#)

**421.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-13 · Java 11 (first AC) · Tags: brute force, implementation, strings

[Plums's solution](#)

**422.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: binary search, greedy, sortings

[Plums's solution](#)

**423.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-07 · Java 11 (first AC) · Tags: implementation

[Plums's solution](#)

**424.**

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-01 · Java 11 (first AC) · Tags: brute force, greedy, strings

[Plums's solution](#)

**425.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-26 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Plums's solution](#)

**426.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · Java 11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Plums's solution](#)

**427.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · Java 11 (first AC) · Tags: implementation

[Plums's solution](#)

**428.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2022-04-05 · Java 11 (first AC) · Tags: brute force, greedy, math

[Plums's solution](#)

**429.**

1457B

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

Rating: 1100 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: brute force, greedy

[Plums's solution](#)

**430.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-25 · Java 11 (first AC) · Tags: data structures, greedy, math, two pointers

[Plums's solution](#)

**431.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-03-23 · Java 11 (first AC) · Tags: greedy, two pointers

[Plums's solution](#)

**432.**

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2022-03-06 · Java 11 (first AC) · Tags: binary search, constructive algorithms, math

[Plums's solution](#)

**433.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · Java 11 (first AC) · Tags: data structures, math, sortings

[Plums's solution](#)

**434.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: brute force, dp, greedy, math

[Plums's solution](#)

**435.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: brute force, greedy, implementation, math  
[Plums's solution](#)

**436.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,409 global accepts · Rating: 1100 · first AC: 2022-02-01 · Java 11 (first AC) · Tags: math  
[Plums's solution](#)

**437.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · Java 11 (first AC) · Tags: dp, greedy  
[Plums's solution](#)

**438.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-21 · Java 11 (first AC) · Tags: greedy, strings  
[Plums's solution](#)

**439.**

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · Java 11 (first AC) · Tags: brute force, greedy, sortings  
[Plums's solution](#)

**440.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[Plums's solution](#)

**441.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2022-01-09 · Java 11 (first AC) · Tags: greedy, implementation, math  
[Plums's solution](#)

**442.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: constructive algorithms, implementation  
[Plums's solution](#)

**443.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-05 · Java 11 (first AC) · Tags: implementation, strings  
[Plums's solution](#)

**444.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-10-04 · Java 11 (first AC) · Tags: implementation, sortings  
[Plums's solution](#)

**445.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[Plums's solution](#)

**446.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Plums's solution](#)

**447.**

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · Java 11 (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**448.**

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-07-13 · Java 11 (first AC) · Tags: greedy, math, sortings

[Plums's solution](#)

**449.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: greedy, two pointers

[Plums's solution](#)

**450.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-27 · Java 11 (first AC) · Tags: greedy, implementation, math

[Plums's solution](#)

**451.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Plums's solution](#)

**452.**

1335C

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

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-29 · Python 3 (first AC) · Tags: binary search, greedy, implementation, sortings

[Plums's solution](#)

**453.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,740 global accepts · Rating: 1100 · first AC: 2020-04-22 · Python 3 (first AC) · Tags: math

[Plums's solution](#)

**454.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**455.**

2136C

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

Rating: 1200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Plums's solution](#)

**456.**

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**457.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Plums's solution](#)

**458.**

1982C

[Boring Day](#) · [Tutorial](#)

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

[Plums's solution](#)

**459.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Plums's solution](#)

**460.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Plums's solution](#)

**461.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**462.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Plums's solution](#)

**463.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Plums's solution](#)

**464.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Plums's solution](#)

**465.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Plums's solution](#)

**466.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Plums's solution](#)

**467.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Plums's solution](#)

**468.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[Plums's solution](#)

**469.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[Plums's solution](#)

**470.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings  
[Plums's solution](#)

**471.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: \*special, greedy, two pointers  
[Plums's solution](#)

**472.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[Plums's solution](#)

**473.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[Plums's solution](#)

**474.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Plums's solution](#)

**475.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Plums's solution](#)

**476.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: games  
[Plums's solution](#)

**477.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[Plums's solution](#)

**478.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[Plums's solution](#)

**479.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Plums's solution](#)

**480.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**481.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Plums's solution](#)

**482.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Plums's solution](#)

**483.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**484.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Plums's solution](#)

**485.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**486.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2022-06-21 · Java 11 (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**487.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2022-06-21 · Java 11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[Plums's solution](#)

**488.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · Java 11 (first AC) · Tags: binary search, implementation, two pointers

[Plums's solution](#)

**489.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-19 · Java 11 (first AC) · Tags: data structures, implementation

[Plums's solution](#)

**490.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-04 · Java 11 (first AC) · Tags: constructive algorithms, implementation, sortings

[Plums's solution](#)

**491.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · Java 11 (first AC) · Tags: data structures, math, strings

[Plums's solution](#)

**492.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · Java 11 (first AC) · Tags: dfs and similar, implementation

[Plums's solution](#)

**493.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: bitmasks, math

[Plums's solution](#)

**494.**

1150C

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

Rating: 1200 · first AC: 2022-04-08 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Plums's solution](#)

**495.**

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2022-04-05 · Java 11 (first AC) · Tags: brute force, math, number theory

[Plums's solution](#)

**496.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2022-04-03 · Java 11 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Plums's solution](#)

**497.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-25 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Plums's solution](#)

**498.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Plums's solution](#)

**499.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · Java 11 (first AC) · Tags: brute force, constructive algorithms, graphs,

implementation

[Plums's solution](#)

**500.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-03-08 · Java 11 (first AC) · Tags: implementation

[Plums's solution](#)

**501.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · Java 11 (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**502.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**503.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · Java 11 (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**504.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2022-02-03 · Java 11 (first AC) · Tags: brute force, greedy, two pointers

[Plums's solution](#)

**505.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2022-02-03 · Java 11 (first AC) · Tags: brute force, math

[Plums's solution](#)

**506.**

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: dp, greedy, math

[Plums's solution](#)

**507.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Plums's solution](#)

**508.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: math, number theory

[Plums's solution](#)

**509.**

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: dp, implementation, math

[Plums's solution](#)

**510.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-16 · Java 11 (first AC) · Tags: constructive algorithms, graphs

[Plums's solution](#)

**511.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-21 · Java 11 (first AC) · Tags: binary search, brute force, greedy, sortings

[Plums's solution](#)

**512.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · Java 11 (first AC) · Tags: interactive, math

[Plums's solution](#)

**513.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2021-07-02 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Plums's solution](#)

**514.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,489 global accepts · Rating: 1200 · first AC: 2021-06-25 · Java 11 (first AC) · Tags: brute force, implementation, math, number theory

[Plums's solution](#)

**515.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**516.**

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: binary search, math

[Plums's solution](#)

**517.**

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**518.**

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Plums's solution](#)

**519.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: data structures, hashing, math

[Plums's solution](#)

**520.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: brute force, constructive algorithms, strings

[Plums's solution](#)

**521.**

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Plums's solution](#)

**522.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-17 · Python 3 (first AC) · Tags: brute force, implementation, math  
[Plums's solution](#)

**523.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[Plums's solution](#)

**524.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[Plums's solution](#)

**525.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Plums's solution](#)

**526.**

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[Plums's solution](#)

**527.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[Plums's solution](#)

**528.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[Plums's solution](#)

**529.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[Plums's solution](#)

**530.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[Plums's solution](#)

**531.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Plums's solution](#)

**532.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Plums's solution](#)

**533.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Plums's solution](#)

**534.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Plums's solution](#)

**535.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Plums's solution](#)

**536.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Plums's solution](#)

**537.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Plums's solution](#)

**538.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Plums's solution](#)

**539.**

1816C

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

Rating: 1300 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Plums's solution](#)

**540.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Plums's solution](#)

**541.**

1694C

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

Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**542.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Plums's solution](#)

**543.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**544.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Plums's solution](#)

**545.**

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Plums's solution](#)

**546.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Plums's solution](#)

**547.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Plums's solution](#)

**548.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Plums's solution](#)

**549.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Plums's solution](#)

**550.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**551.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Plums's solution](#)

**552.**

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Plums's solution](#)

**553.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Plums's solution](#)

**554.**

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Plums's solution](#)

**555.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-14 · Java 11 (first AC) · Tags: brute force, math

[Plums's solution](#)

**556.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Plums's solution](#)

**557.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Plums's solution](#)

**558.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-07 · Java 11 (first AC) · Tags: graphs, implementation, trees

[Plums's solution](#)

**559.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[Plums's solution](#)

**560.**

1668C

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

Rating: 1300 · first AC: 2022-04-19 · Java 11 (first AC) · Tags: brute force, greedy, math

[Plums's solution](#)

**561.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy

[Plums's solution](#)

**562.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · Java 11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Plums's solution](#)

**563.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2022-04-03 · Java 11 (first AC) · Tags: binary search, math

[Plums's solution](#)

**564.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · Java 11 (first AC) · Tags: dp, greedy, strings

[Plums's solution](#)

**565.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-12 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[Plums's solution](#)

**566.**

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2022-03-10 · Java 11 (first AC) · Tags: constructive algorithms, graphs

[Plums's solution](#)

**567.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-15 · Java 11 (first AC) · Tags: data structures, dsu, graphs, math

[Plums's solution](#)

**568.**

1471C

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

Rating: 1300 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[Plums's solution](#)

**569.**

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-02-01 · Java 11 (first AC) · Tags: dp, greedy, math

[Plums's solution](#)

**570.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-20 · Java 11 (first AC) · Tags: games, greedy, sortings

[Plums's solution](#)

**571.**

1029A

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

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: implementation, strings

[Plums's solution](#)

**572.**

1602C

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

Rating: 1300 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: bitmasks, math, number theory

[Plums's solution](#)

**573.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · Java 11 (first AC) · Tags: binary search, math

[Plums's solution](#)

**574.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**575.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Plums's solution](#)

**576.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Plums's solution](#)

**577.**

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Plums's solution](#)

**578.**

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Plums's solution](#)

**579.**

1561B

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

Rating: 1300 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: brute force, math

[Plums's solution](#)

**580.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: binary search, greedy, sortings

[Plums's solution](#)

**581.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: data structures, sortings, two pointers

[Plums's solution](#)

**582.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · Java 11 (first AC) · Tags: greedy, math, strings

[Plums's solution](#)

**583.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-08-17 · Java 11 (first AC) · Tags: brute force

[Plums's solution](#)

**584.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-17 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Plums's solution](#)

**585.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-08-13 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Plums's solution](#)

**586.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2021-08-08 · Java 11 (first AC) · Tags: dfs and similar, graphs, trees

[Plums's solution](#)

**587.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2021-07-12 · Java 11 (first AC) · Tags: math

[Plums's solution](#)

**588.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Plums's solution](#)

**589.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-07-04 · Java 11 (first AC) · Tags: greedy, implementation, math

[Plums's solution](#)

**590.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-27 · Java 11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Plums's solution](#)

**591.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: implementation

[Plums's solution](#)

**592.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: combinatorics

[Plums's solution](#)

**593.**

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Plums's solution](#)

**594.**

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Plums's solution](#)

**595.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Plums's solution](#)

**596.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Plums's solution](#)

**597.**

1863D

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

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

[Plums's solution](#)

**598.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[Plums's solution](#)

**599.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**600.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Plums's solution](#)

**601.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**602.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Plums's solution](#)

**603.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Plums's solution](#)

**604.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Plums's solution](#)

**605.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Plums's solution](#)

**606.**

1831C

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

Rating: 1400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Plums's solution](#)

**607.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**608.**

1825C

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

Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Plums's solution](#)

**609.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Plums's solution](#)

**610.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Plums's solution](#)

**611.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Plums's solution](#)

**612.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Plums's solution](#)

**613.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Plums's solution](#)

**614.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Plums's solution](#)

**615.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Plums's solution](#)

**616.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Plums's solution](#)

**617.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Plums's solution](#)

**618.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Plums's solution](#)

**619.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Plums's solution](#)

**620.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Plums's solution](#)

**621.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Plums's solution](#)

**622.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Plums's solution](#)

**623.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Plums's solution](#)

**624.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Plums's solution](#)

**625.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Plums's solution](#)

**626.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Plums's solution](#)

**627.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Plums's solution](#)

**628.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Plums's solution](#)

**629.**

1696C

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

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

[Plums's solution](#)

**630.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · Java 11 (first AC) · Tags: data structures, dp, sortings, two pointers

[Plums's solution](#)

**631.**

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-06-01 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Plums's solution](#)

**632.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-13 · Java 11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Plums's solution](#)

**633.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: brute force

[Plums's solution](#)

**634.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2022-04-16 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[Plums's solution](#)

**635.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2022-04-03 · Java 11 (first AC) · Tags: dp, greedy, math

[Plums's solution](#)

**636.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: dp, implementation

[Plums's solution](#)

**637.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · Java 11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Plums's solution](#)

**638.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-04 · Java 11 (first AC) · Tags: graphs, greedy

[Plums's solution](#)

**639.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Plums's solution](#)

**640.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: bitmasks, math

[Plums's solution](#)

**641.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2022-02-02 · Java 11 (first AC) · Tags: brute force, greedy

[Plums's solution](#)

**642.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Plums's solution](#)

**643.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · Java 11 (first AC) · Tags: binary search, greedy, sortings, strings

[Plums's solution](#)

**644.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-01-09 · Java 11 (first AC) · Tags: greedy, number theory

[Plums's solution](#)

**645.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Plums's solution](#)

**646.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Plums's solution](#)

**647.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Plums's solution](#)

**648.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Plums's solution](#)

**649.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Plums's solution](#)

**650.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Plums's solution](#)

**651.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Plums's solution](#)

**652.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Plums's solution](#)

**653.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**654.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Plums's solution](#)

**655.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Plums's solution](#)

**656.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Plums's solution](#)

**657.**

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Plums's solution](#)

**658.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Plums's solution](#)

**659.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Plums's solution](#)

**660.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Plums's solution](#)

**661.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: binary search, greedy, math, sortings

[Plums's solution](#)

**662.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2021-08-03 · Java 11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Plums's solution](#)

**663.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2021-07-30 · Java 11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Plums's solution](#)

**664.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-27 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Plums's solution](#)

**665.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-06-24 · Java 11 (first AC) · Tags: dp, math, number theory

[Plums's solution](#)

**666.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Plums's solution](#)

**667.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: greedy, math

[Plums's solution](#)

**668.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Plums's solution](#)

**669.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Plums's solution](#)

**670.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Plums's solution](#)

**671.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Plums's solution](#)

**672.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Plums's solution](#)

**673.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Plums's solution](#)

**674.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Plums's solution](#)

**675.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Plums's solution](#)

**676.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Plums's solution](#)

**677.**

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**678.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Plums's solution](#)

**679.**

1767D

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Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Plums's solution](#)

**680.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Plums's solution](#)

**681.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-11-24 · Java 11 (first AC) · Tags: brute force, geometry, implementation, math

[Plums's solution](#)

**682.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,558 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Plums's solution](#)

**683.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Plums's solution](#)

**684.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Plums's solution](#)

**685.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Plums's solution](#)

**686.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Plums's solution](#)

**687.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Plums's solution](#)

**688.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Plums's solution](#)

**689.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Plums's solution](#)

**690.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Plums's solution](#)

**691.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Plums's solution](#)

**692.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Plums's solution](#)

**693.**

1722G

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Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Plums's solution](#)

**694.**

1690E

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Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-11 · Java 11 (first AC) · Tags: binary search, greedy, math, two pointers

[Plums's solution](#)

**695.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: data structures, divide and conquer, sortings

[Plums's solution](#)

**696.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-07 · Java 11 (first AC) · Tags: dsu, greedy, strings

[Plums's solution](#)

**697.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-01 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[Plums's solution](#)

**698.**

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-04-10 · Java 11 (first AC) · Tags: brute force, dp

[Plums's solution](#)

**699.**

1253C

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**700.**

1409D

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Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-04-05 · Java 11 (first AC) · Tags: greedy, math

[Plums's solution](#)

**701.**

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2022-04-03 · Java 11 (first AC) · Tags: brute force, data structures, dp

[Plums's solution](#)

**702.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-04-03 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Plums's solution](#)

**703.**

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2022-03-28 · Java 11 (first AC) · Tags: dp, graphs, greedy, shortest paths

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**704.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Plums's solution](#)

**705.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: greedy, implementation, math

[Plums's solution](#)

**706.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-11 · Java 11 (first AC) · Tags: brute force, data structures, implementation

[Plums's solution](#)

**707.**

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-10 · Java 11 (first AC) · Tags: matrices

[Plums's solution](#)

**708.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2022-03-06 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**709.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-02-04 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Plums's solution](#)

**710.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms

[Plums's solution](#)

**711.**

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: binary search, brute force, math, number theory

[Plums's solution](#)

**712.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-01-07 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Plums's solution](#)

**713.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[Plums's solution](#)

**714.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Plums's solution](#)

**715.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms, trees

[Plums's solution](#)

**716.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-06 · Java 11 (first AC) · Tags: greedy, implementation

[Plums's solution](#)

**717.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Plums's solution](#)

**718.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · Java 11 (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**719.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Plums's solution](#)

**720.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-18 · Java 11 (first AC) · Tags: greedy, sortings, strings

[Plums's solution](#)

**721.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-08-15 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Plums's solution](#)

**722.**

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-04 · Java 11 (first AC) · Tags: greedy, implementation, math

[Plums's solution](#)

**723.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2021-07-31 · Java 11 (first AC) · Tags: binary search, strings, two pointers

[Plums's solution](#)

**724.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,899 global accepts · Rating: 1500 · first AC: 2021-07-31 · Java 11 (first AC) · Tags: binary search, implementation, two pointers

[Plums's solution](#)

**725.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2021-07-24 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[Plums's solution](#)

**726.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · Java 11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Plums's solution](#)

**727.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Plums's solution](#)

**728.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-24 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy

[Plums's solution](#)

**729.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: brute force, implementation, two pointers

[Plums's solution](#)

**730.**

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Plums's solution](#)

**731.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: binary search, dp, math, number theory

[Plums's solution](#)

**732.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Plums's solution](#)

**733.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Plums's solution](#)

**734.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Plums's solution](#)

**735.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Plums's solution](#)

**736.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[Plums's solution](#)

**737.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Plums's solution](#)

**738.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Plums's solution](#)

**739.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Plums's solution](#)

**740.**

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Plums's solution](#)

**741.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Plums's solution](#)

**742.**

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Plums's solution](#)

**743.**

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Plums's solution](#)

**744.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Plums's solution](#)

**745.**

1782C

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

Rating: 1600 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Plums's solution](#)

**746.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Plums's solution](#)

**747.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Plums's solution](#)

**748.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Plums's solution](#)

**749.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Plums's solution](#)

**750.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Plums's solution](#)

**751.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Plums's solution](#)

**752.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Plums's solution](#)

**753.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Plums's solution](#)

**754.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Plums's solution](#)

**755.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Plums's solution](#)

**756.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Plums's solution](#)

**757.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Plums's solution](#)

**758.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Plums's solution](#)

**759.**

616D

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

Quality: 12,380 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Plums's solution](#)

**760.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2022-06-11 · Java 11 (first AC) · Tags: dfs and similar, graphs, sortings

[Plums's solution](#)

**761.**

1678C

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

Rating: 1600 · first AC: 2022-05-10 · Java 11 (first AC) · Tags: brute force, data structures

[Plums's solution](#)

**762.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2022-04-29 · Java 11 (first AC) · Tags: greedy

[Plums's solution](#)

**763.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[Plums's solution](#)

**764.**

1337C

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

Rating: 1600 · first AC: 2022-04-12 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[Plums's solution](#)

**765.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-04-10 · Java 11 (first AC) · Tags: dp, greedy, strings  
[Plums's solution](#)

**766.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2022-04-10 · Java 11 (first AC) · Tags: combinatorics, dp  
[Plums's solution](#)

**767.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · Java 11 (first AC) · Tags: binary search, greedy, sortings, trees  
[Plums's solution](#)

**768.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · Java 11 (first AC) · Tags: brute force, implementation, math, two pointers  
[Plums's solution](#)

**769.**

1660E

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

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

**770.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · Java 11 (first AC) · Tags: bitmasks, math  
[Plums's solution](#)

**771.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2022-02-05 · Java 11 (first AC) · Tags: math  
[Plums's solution](#)

**772.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math  
[Plums's solution](#)

**773.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · Java 11 (first AC) · Tags: math, number theory  
[Plums's solution](#)

**774.**

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Plums's solution](#)

**775.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[Plums's solution](#)

**776.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[Plums's solution](#)

**777.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-17 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[Plums's solution](#)

**778.**

782B

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

Rating: 1600 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: binary search, ternary search  
[Plums's solution](#)

**779.**

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-07-31 · Java 11 (first AC) · Tags: brute force, dp, strings, two pointers  
[Plums's solution](#)

**780.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2021-07-28 · Java 11 (first AC) · Tags: data structures, dp, math  
[Plums's solution](#)

**781.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · Java 11 (first AC) · Tags: math, number theory  
[Plums's solution](#)

**782.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-23 · Java 11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[Plums's solution](#)

**783.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: constructive algorithms  
[Plums's solution](#)

**784.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: implementation  
[Plums's solution](#)

**785.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-06-14 · Java 11 (first AC) · Tags: binary search, interactive

[Plums's solution](#)

**786.**

2136D

[For the Champion · Tutorial](#)

Rating: 1700 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Plums's solution](#)

**787.**

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

[Plums's solution](#)

**788.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Plums's solution](#)

**789.**

1985H1

[Maximize the Largest Component \(Easy Version\) · Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Plums's solution](#)

**790.**

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

[Plums's solution](#)

**791.**

1835A

[k-th equality · Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Plums's solution](#)

**792.**

1807F

[Bouncy Ball · Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[Plums's solution](#)

**793.**

1829H

[Don't Blame Me · Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Plums's solution](#)

**794.**

1850H

[The Third Letter · Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Plums's solution](#)

**795.**

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math  
[Plums's solution](#)

**796.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math  
[Plums's solution](#)

**797.**

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[Plums's solution](#)

**798.**

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms  
[Plums's solution](#)

**799.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Plums's solution](#)

**800.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[Plums's solution](#)

**801.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[Plums's solution](#)

**802.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math  
[Plums's solution](#)

**803.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · last AC: 2022-09-26 · Java 11 (first AC) · Tags: constructive algorithms, math  
[Plums's solution](#)

**804.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[Plums's solution](#)

**805.**

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Plums's solution](#)

**806.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Plums's solution](#)

**807.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Plums's solution](#)

**808.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Plums's solution](#)

**809.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Plums's solution](#)

**810.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Plums's solution](#)

**811.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Plums's solution](#)

**812.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Plums's solution](#)

**813.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Plums's solution](#)

**814.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Plums's solution](#)

**815.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Plums's solution](#)

**816.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Plums's solution](#)

**817.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Plums's solution](#)

**818.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-22 · Java 11 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Plums's solution](#)

**819.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-05-30 · Java 11 (first AC) · Tags: dfs and similar, dp, graphs

[Plums's solution](#)

**820.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-26 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Plums's solution](#)

**821.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · Java 11 (first AC) · Tags: binary search, greedy, math

[Plums's solution](#)

**822.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-03-31 · Java 11 (first AC) · Tags: brute force, implementation, math, strings

[Plums's solution](#)

**823.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2022-03-30 · Java 11 (first AC) · Tags: dp

[Plums's solution](#)

**824.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-02-03 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Plums's solution](#)

**825.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-02-01 · Java 11 (first AC) · Tags: constructive algorithms, math

[Plums's solution](#)

**826.**

1629D

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

Rating: 1700 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: greedy, strings

[Plums's solution](#)

**827.**

1480C

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

Rating: 1700 · first AC: 2022-01-06 · last AC: 2022-01-06 · Java 11 (first AC) · Tags: binary search, interactive, math, ternary search

[Plums's solution](#)

**828.**

1621C

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

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

[Plums's solution](#)

**829.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-28 · Java 11 (first AC) · Tags: data structures, dp, math

[Plums's solution](#)

**830.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: brute force, data structures, dp, math, number theory

[Plums's solution](#)

**831.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-08-22 · Java 11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Plums's solution](#)

**832.**

632C

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

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2021-07-30 · Java 11 (first AC) · Tags: sortings, strings

[Plums's solution](#)

**833.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · Java 11 (first AC) · Tags: bitmasks, brute force, greedy, math

[Plums's solution](#)

**834.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2021-07-12 · Java 11 (first AC) · Tags: geometry, math

[Plums's solution](#)

**835.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-07-04 · Java 11 (first AC) · Tags: combinatorics, dp, math

[Plums's solution](#)

**836.**

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · Java 11 (first AC) · Tags: games, math, number theory

[Plums's solution](#)

**837.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2021-06-15 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[Plums's solution](#)

**838.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Plums's solution](#)

**839.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Plums's solution](#)

**840.**

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

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**841.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

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**842.**

1872F

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Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

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**843.**

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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**844.**

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

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**845.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

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**846.**

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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**847.**

1848C

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**848.**

1355C

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**849.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

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**850.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

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**851.**

1338B

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[Plums's solution](#)

**852.**

1845D

[Rating System](#) · [Tutorial](#)

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**853.**

1119D

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**854.**

1016D

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**855.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

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**856.**

1709C

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Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**857.**

1466E

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**858.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

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[Plums's solution](#)

**859.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Plums's solution](#)

**860.**

1734D

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[Plums's solution](#)

**861.**

1611F

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**862.**

1409E

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**863.**

1729E

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**864.**

328A

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**865.**

1719D1

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

Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Plums's solution](#)

**866.**

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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**867.**

1713D

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**868.**

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-03-31 · Java 11 (first AC) · Tags: constructive algorithms, math, ternary search

[Plums's solution](#)

**869.**

1426E

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Quality: 8,139 global accepts · Rating: 1800 · first AC: 2022-03-06 · Java 11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Plums's solution](#)

**870.**

1635D

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Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · Java 11 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

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**871.**

1637D

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**872.**

1225D

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**873.**

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · Java 11 (first AC) · Tags: binary search, implementation, sortings, strings

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**874.**

1554C

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Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · Java 11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

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**875.**

1554D

[Diane](#) · [Tutorial](#)

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**876.**

2139D

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Rating: 1900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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**877.**

1648C

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

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**878.**

582B

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Quality: 3,643 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices

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**879.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**880.**

1846G

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Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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**881.**

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

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**882.**

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Plums's solution](#)

**883.**

1696D

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[Plums's solution](#)

**884.**

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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**885.**

1834D

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**886.**

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Plums's solution](#)

**887.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

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**888.**

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Plums's solution](#)

**889.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**890.**

1453D

[Checkpoints](#) · [Tutorial](#)

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[Plums's solution](#)

**891.**

1661D

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**892.**

1611E2

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**893.**

1729F

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Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Plums's solution](#)

**894.**

1718A2

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

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**895.**

1220D

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**896.**

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Plums's solution](#)

**897.**

1627D

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**898.**

1700D

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**899.**

472D

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[Plums's solution](#)

**900.**

1715D

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[Plums's solution](#)

**901.**

1651D

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**902.**

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-04-12 · Java 11 (first AC) · Tags: binary search, brute force, math

[Plums's solution](#)

**903.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · Java 11 (first AC) · Tags: constructive algorithms, math, number theory

[Plums's solution](#)

**904.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · Java 11 (first AC) · Tags: brute force, dp, math, number theory

[Plums's solution](#)

**905.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-21 · last AC: 2021-08-21 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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**906.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2021-08-07 · Java 11 (first AC) · Tags: binary search

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**907.**

1543C

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

[Plums's solution](#)

**908.**

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Plums's solution](#)

**909.**

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

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**910.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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**911.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**912.**

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, probabilities

[Plums's solution](#)

**913.**

1857G

[Counting Graphs](#) · [Tutorial](#)

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**914.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Plums's solution](#)

**915.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

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[Plums's solution](#)

**916.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Plums's solution](#)

**917.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Plums's solution](#)

**918.**

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[Plums's solution](#)

**919.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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**920.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**921.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Plums's solution](#)

**922.**

1754E

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

Rating: 2000 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Plums's solution](#)

**923.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Plums's solution](#)

**924.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers

[Plums's solution](#)

**925.**

1719E

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

Rating: 2000 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, number theory

[Plums's solution](#)

**926.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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**927.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

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**928.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Plums's solution](#)

**929.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-26 · Java 11 (first AC) · Tags: combinatorics, math

[Plums's solution](#)

**930.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-04 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Plums's solution](#)

**931.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · Java 11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Plums's solution](#)

**932.**

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-27 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dp

[Plums's solution](#)

**933.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

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**934.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Plums's solution](#)

**935.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Plums's solution](#)

**936.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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**937.**

1176F

[Destroy it!](#) · [Tutorial](#)

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**938.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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**939.**

1767C

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**940.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

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**941.**

1637E

[Best Pair](#) · [Tutorial](#)

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**942.**

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

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**943.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

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**944.**

1734E

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**945.**

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-06 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

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**946.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-13 · Java 11 (first AC) · Tags: binary search, greedy, math, ternary search

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**947.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

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**948.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

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**949.**

2140E1

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**950.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

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**951.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
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**952.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

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**953.**

1840G1

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

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**954.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

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**955.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
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**956.**

1717E

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**957.**

1982E

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**958.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2023-08-28 · last AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

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**959.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

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**960.**

1834E

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**961.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

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**962.**

1712E1

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**963.**

1978F

[Large Graph](#) · [Tutorial](#)

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**964.**

1844E

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**965.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

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**966.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

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**967.**

1835C

[Twin Clusters](#) · [Tutorial](#)

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**968.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

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**969.**

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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**970.**

1663A

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**971.**

100135F

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**972.**

100135E

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**973.**

100135D

[D](#) · [Tutorial](#)

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**974.**

100135C

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**975.**

100135B

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**976.**

100135A

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**977.**

102694B

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**978.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

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[Plums's solution](#)