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Unique solved — Pals_Agyi_Pals

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1977A

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34.

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36.

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1858A

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50.

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68.

1795A

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69.

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1778A

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71.

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72.

1780A

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74.

1777A

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75.

1779A

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1731A

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78.

1774A

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79.

1767B

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85.

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86.

1758A

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87.

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88.

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1747A

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1740B

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1740A

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94.

1754B

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95.

1754A

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96.

1749A

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97.

1743B

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98.

1743A

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99.

1736A

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100.

1735A

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101.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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102.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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103.

1734A

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Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Pols_Agyi_Pols's solution](#)

104.

1733A

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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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105.

1729B

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Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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106.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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107.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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108.

1728A

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Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

109.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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110.

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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111.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Pols_Agyi_Pols's solution](#)

112.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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113.

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

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114.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

115.

1716A

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Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

116.

1714C

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[Pols_Agyi_Pols's solution](#)

117.

1714B

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Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Pols_Agyi_Pols's solution](#)

118.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

119.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

120.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

121.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Pols_Agyi_Pols's solution](#)

122.

1705A

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Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

123.

1702B

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Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

124.

1702A

[Round Down the Price](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

125.

1454B

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126.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

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127.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

128.

1701A

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[Pols_Agyi_Pols's solution](#)

129.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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130.

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

131.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Pols_Agyi_Pols's solution](#)

132.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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133.

1684B

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134.

1684A

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Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

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135.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

136.

1678A

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[Pols_Agyi_Pols's solution](#)

137.

1670A

[Prof. Slim](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

138.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

139.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

140.

1674A

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

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[Pols_Agyi_Pols's solution](#)

141.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

142.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

[Pols_Agyi_Pols's solution](#)

143.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Pols_Agyi_Pols's solution](#)

144.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

145.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

146.

1661A

[Array Balancing](#) · [Tutorial](#)

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147.

1665A

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[Pols_Agyi_Pols's solution](#)

148.

1660B

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[Pols_Agyi_Pols's solution](#)

149.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

150.

1433B

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[Pols_Agyi_Pols's solution](#)

151.

1433A

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Quality: 62,661 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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152.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

153.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Pols_Agyi_Pols's solution](#)

154.

1656A

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155.

1657B

[XY Sequence](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

156.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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157.

1654B

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[Pols_Agyi_Pols's solution](#)

158.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

159.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

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160.

1649A

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[Pols_Agyi_Pols's solution](#)

161.

1646B

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162.

1646A

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Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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163.

1546A

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[Pols_Agyi_Pols's solution](#)

164.

855A

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[Pols_Agyi_Pols's solution](#)

165.

1642A

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Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Pols_Agyi_Pols's solution](#)

166.

1635B

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[Pols_Agyi_Pols's solution](#)

167.

1635A

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Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Pols_Agyi_Pols's solution](#)

168.

344A

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Quality: 153,366 global accepts · Rating: 800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

169.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

170.

363A

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Quality: 11,438 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

171.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

172.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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173.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Pols_Agyi_Pols's solution](#)

174.

1607A

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Quality: 40,686 global accepts · Rating: 800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

175.

361A

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Quality: 17,821 global accepts · Rating: 800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

176.

1527A

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177.

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

178.

1633A

[Div. 7](#) · [Tutorial](#)

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179.

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

180.

1631A

[Min Max Swap](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

181.

1629B

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182.

1629A

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183.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

184.

265A

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Quality: 42,678 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

185.

262A

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Quality: 22,458 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

186.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

187.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Pols_Agyi_Pols's solution](#)

188.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

189.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,954 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

190.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,035 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

191.

469A

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Quality: 121,226 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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192.

443A

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Quality: 112,093 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

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193.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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194.

136A

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Quality: 146,569 global accepts · Rating: 800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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195.

1624A

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Quality: 60,286 global accepts · Rating: 800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

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196.

432A

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Quality: 69,513 global accepts · Rating: 800 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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197.

92A

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Quality: 21,532 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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198.

104A

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Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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199.

1622A

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200.

1617A

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201.

1325B

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Quality: 38,827 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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202.

41A

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Quality: 188,500 global accepts · Rating: 800 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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203.

112A

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204.

141A

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Quality: 101,420 global accepts · Rating: 800 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

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205.

339A

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Quality: 275,441 global accepts · Rating: 800 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

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206.

1619B

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Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

207.

1619A

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Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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208.

236A

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Quality: 279,116 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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209.

248A

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210.

61A

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Quality: 136,234 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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211.

80A

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Quality: 66,323 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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212.

281A

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Quality: 271,055 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

213.

59A

[Word](#) · [Tutorial](#)

Quality: 227,998 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

214.

32B

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Quality: 79,773 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
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215.

266B

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Quality: 166,118 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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216.

214A

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[Pols_Agyi_Pols's solution](#)

217.

34A

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[Pols_Agyi_Pols's solution](#)

218.

282A

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[Pols_Agyi_Pols's solution](#)

219.

151A

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[Pols_Agyi_Pols's solution](#)

220.

231A

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Quality: 430,377 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

221.

116A

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Quality: 176,583 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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222.

228A

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[Pols_Agyi_Pols's solution](#)

223.

155A

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[Pols_Agyi_Pols's solution](#)

224.

148A

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Quality: 112,420 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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225.

200B

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226.

144A

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Quality: 121,440 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

227.

233A

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Quality: 49,155 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Pols_Agyi_Pols's solution](#)

228.

266A

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Quality: 244,634 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

229.

110A

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Quality: 199,540 global accepts · Rating: 800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

230.

1618A

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231.

271A

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Quality: 177,776 global accepts · Rating: 800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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232.

263A

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Quality: 318,093 global accepts · Rating: 800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

233.

71A

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

Quality: 503,392 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: strings
[Pols_Agyi_Pols's solution](#)

234.

4A

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Quality: 688,053 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Pols_Agyi_Pols's solution](#)

235.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-12-09 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
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236.

1612A

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Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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237.

1614A

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Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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238.

2062B

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239.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Pols_Agyi_Pols's solution](#)

240.

1954A

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Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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241.

1951A

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Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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242.

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[Pols_Agyi_Pols's solution](#)

243.

1904A

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Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Pols_Agyi_Pols's solution](#)

244.

1888A

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Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[Pols_Agyi_Pols's solution](#)

245.

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Pols_Agyi_Pols's solution](#)

246.

1860A

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Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[Pols_Agyi_Pols's solution](#)

247.

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[Pols_Agyi_Pols's solution](#)

248.

1837B

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Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Pols_Agyi_Pols's solution](#)

249.

1823B

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Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Pols_Agyi_Pols's solution](#)

250.

1808A

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251.

1794B

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Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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252.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[Pols_Agyi_Pols's solution](#)

253.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[Pols_Agyi_Pols's solution](#)

254.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Pols_Agyi_Pols's solution](#)

255.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
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256.

1758B

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[Pols_Agyi_Pols's solution](#)

257.

1747B

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Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

258.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

259.

1749B

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260.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

261.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

262.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

263.

1726A

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[Pols_Agyi_Pols's solution](#)

264.

1714A

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265.

115A

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266.

1709B

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267.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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268.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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269.

1697B

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Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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270.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

271.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

272.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

273.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

274.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

275.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Pols_Agyi_Pols's solution](#)

276.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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277.

918B

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Quality: 19,882 global accepts · Rating: 900 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

278.

1642B

[Power Walking](#) · [Tutorial](#)

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[Pols_Agyi_Pols's solution](#)

279.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Pols_Agyi_Pols's solution](#)

280.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

281.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Pols_Agyi_Pols's solution](#)

282.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[Pols_Agyi_Pols's solution](#)

283.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

284.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

285.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

286.

496A

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Quality: 17,173 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Pols_Agyi_Pols's solution](#)

287.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Pols_Agyi_Pols's solution](#)

288.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[Pols_Agyi_Pols's solution](#)

289.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Pols_Agyi_Pols's solution](#)

290.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,762 global accepts · Rating: 900 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

291.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

292.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

293.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

294.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

295.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Pols_Agyi_Pols's solution](#)

296.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

297.

96A

[Football](#) · [Tutorial](#)

Quality: 193,687 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

298.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

299.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

300.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

301.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

302.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

303.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Pols_Agyi_Pols's solution](#)

304.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

305.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

306.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

307.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

308.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

309.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Pols_Agyi_Pols's solution](#)

310.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Pols_Agyi_Pols's solution](#)

311.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

312.

1930B

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

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

math

[Pols_Agyi_Pols's solution](#)

313.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

314.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Pols_Agyi_Pols's solution](#)

315.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Pols_Agyi_Pols's solution](#)

316.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

317.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

318.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

319.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

320.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

321.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

322.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

323.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

324.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

325.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Pols_Agyi_Pols's solution](#)

326.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Pols_Agyi_Pols's solution](#)

327.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

328.

1785A

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

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

[Pols_Agyi_Pols's solution](#)

329.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

330.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

331.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

332.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

333.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

334.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

335.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

336.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

337.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

338.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Pols_Agyi_Pols's solution](#)

339.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

340.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

341.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

342.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

343.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

344.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

345.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

346.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Pols_Agyi_Pols's solution](#)

347.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Pols_Agyi_Pols's solution](#)

348.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Pols_Agyi_Pols's solution](#)

349.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,366 global accepts · Rating: 1000 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

350.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

351.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Pols_Agyi_Pols's solution](#)

352.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

353.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

354.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,848 global accepts · Rating: 1000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

355.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

356.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

357.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

358.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

359.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

360.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

361.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

362.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

363.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,626 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

364.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Pols_Agyi_Pols's solution](#)

365.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,828 global accepts · Rating: 1000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Pols_Agyi_Pols's solution](#)

366.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

367.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

368.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

369.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

370.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

371.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

372.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

373.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Pols_Agyi_Pols's solution](#)

374.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

375.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

376.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Pols_Agyi_Pols's solution](#)

377.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

378.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Pols_Agyi_Pols's solution](#)

379.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

380.

450A

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

Quality: 44,435 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

381.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,515 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

382.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,415 global accepts · Rating: 1000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

383.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Pols_Agyi_Pols's solution](#)

384.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Pols_Agyi_Pols's solution](#)

385.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

386.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

387.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

388.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

389.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

390.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

391.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

392.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

393.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

394.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Pols_Agyi_Pols's solution](#)

395.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Pols_Agyi_Pols's solution](#)

396.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

397.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Pols_Agyi_Pols's solution](#)

398.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

399.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

400.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Pols_Agyi_Pols's solution](#)

401.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

402.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Pols_Agyi_Pols's solution](#)

403.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Pols_Agyi_Pols's solution](#)

404.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

405.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

406.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

407.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

408.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

409.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

410.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

411.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

412.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

413.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

414.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Pols_Agyi_Pols's solution](#)

415.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Pols_Agyi_Pols's solution](#)

416.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Pols_Agyi_Pols's solution](#)

417.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

418.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

419.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

420.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

421.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

422.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Pols_Agyi_Pols's solution](#)

423.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

424.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Pols_Agyi_Pols's solution](#)

425.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

426.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

427.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

428.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

429.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[Pols_Agyi](#) [Pols's solution](#)

430.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi](#) [Pols's solution](#)

431.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Pols_Agyi](#) [Pols's solution](#)

432.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Pols_Agyi](#) [Pols's solution](#)

433.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Pols_Agyi](#) [Pols's solution](#)

434.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Pols_Agyi](#) [Pols's solution](#)

435.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Pols_Agyi](#) [Pols's solution](#)

436.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,831 global accepts · Rating: 1100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Pols_Agyi](#) [Pols's solution](#)

437.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi](#) [Pols's solution](#)

438.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Pols_Agyi](#) [Pols's solution](#)

439.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Pols_Agyi](#) [Pols's solution](#)

440.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi](#) [Pols's solution](#)

441.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi](#) [Pols's solution](#)

442.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Pols_Agyi](#) [Pols's solution](#)

443.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Pols_Agyi](#) [Pols's solution](#)

444.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi](#) [Pols's solution](#)

445.

116B

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

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi](#) [Pols's solution](#)

446.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pols_Agyi](#) [Pols's solution](#)

447.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi](#) [Pols's solution](#)

448.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi](#) [Pols's solution](#)

449.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Pols_Agyi](#) [Pols's solution](#)

450.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi](#) [Pols's solution](#)

451.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Pols_Agyi_Pols's solution](#)

452.

300A

[Array](#) · [Tutorial](#)

Quality: 27,233 global accepts · Rating: 1100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

453.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

454.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Pols_Agyi_Pols's solution](#)

455.

1624C

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

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Pols_Agyi_Pols's solution](#)

456.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Pols_Agyi_Pols's solution](#)

457.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

458.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

459.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

460.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Pols_Agyi_Pols's solution](#)

461.

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

462.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

463.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

464.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

465.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

466.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,986 global accepts · Rating: 1100 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

467.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1100 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

468.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

469.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Pols_Agyi_Pols's solution](#)

470.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Pols_Agyi_Pols's solution](#)

471.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Pols_Agyi_Pols's solution](#)

472.

2002C

[Black Circles](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

473.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Pols_Agyi_Pols's solution](#)

474.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Pols_Agyi_Pols's solution](#)

475.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Pols_Agyi_Pols's solution](#)

476.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

477.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

478.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Pols_Agyi_Pols's solution](#)

479.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

480.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

481.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

482.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive

algorithms, math, sortings
[Pols_Agyi_Pols's solution](#)

483.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

484.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

485.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Pols_Agyi_Pols's solution](#)

486.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Pols_Agyi_Pols's solution](#)

487.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[Pols_Agyi_Pols's solution](#)

488.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

489.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

490.

1808B

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

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Pols_Agyi_Pols's solution](#)

491.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

492.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,115 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, two pointers

[Pols_Agyi_Pols's solution](#)

493.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

494.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Pols_Agyi_Pols's solution](#)

495.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[Pols_Agyi_Pols's solution](#)

496.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

497.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

498.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

499.

1729D

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

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

500.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Pols_Agyi_Pols's solution](#)

501.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

502.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,348 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Pols_Agyi_Pols's solution](#)

503.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

504.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

505.

1679B

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

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Pols_Agyi_Pols's solution](#)

506.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Pols_Agyi_Pols's solution](#)

507.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

508.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Pols_Agyi_Pols's solution](#)

509.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Pols_Agyi_Pols's solution](#)

510.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Pols_Agyi_Pols's solution](#)

511.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

512.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Pols_Agyi_Pols's solution](#)

513.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Pols_Agyi_Pols's solution](#)

514.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

515.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

516.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

517.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

518.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[Pols_Agyi_Pols's solution](#)

519.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

520.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

521.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

522.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

523.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Pols_Agyi_Pols's solution](#)

524.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

525.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

526.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

527.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

528.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

529.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

530.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

531.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

532.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

533.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Pols_Agyi_Pols's solution](#)

534.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

535.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,034 global accepts · Rating: 1200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

536.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

537.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Pols_Agyi_Pols's solution](#)

538.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Pols_Agyi_Pols's solution](#)

539.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

540.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Pols_Agyi_Pols's solution](#)

541.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

542.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

543.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Pols_Agyi_Pols's solution](#)

544.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

545.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

546.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

547.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

548.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

549.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

550.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[Pols_Agyi_Pols's solution](#)

551.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

552.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

553.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

554.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

555.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

556.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Pols_Agyi_Pols's solution](#)

557.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

558.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

559.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Pols_Agyi_Pols's solution](#)

560.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

561.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

562.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[Pols_Agyi_Pols's solution](#)

563.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

564.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

565.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

566.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

567.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

568.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Pols_Agyi_Pols's solution](#)

569.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

570.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

571.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

572.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

573.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Pols_Agyi_Pols's solution](#)

574.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Pols_Agyi_Pols's solution](#)

575.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

576.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer,

graphs, sortings, trees

[Pols_Agyi_Pols's solution](#)

577.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Pols_Agyi_Pols's solution](#)

578.

1737B

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

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

[Pols_Agyi_Pols's solution](#)

579.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

580.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Pols_Agyi_Pols's solution](#)

581.

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

582.

1711B

[Party · Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Pols_Agyi_Pols's solution](#)

583.

1401C

[Mere Array · Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Pols_Agyi_Pols's solution](#)

584.

1454D

[Number into Sequence · Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

585.

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

586.

1574C

[Slay the Dragon · Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Pols_Agyi_Pols's solution](#)

587.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[Pols_Agyi_Pols's solution](#)

588.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Pols_Agyi_Pols's solution](#)

589.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Pols_Agyi_Pols's solution](#)

590.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Pols_Agyi_Pols's solution](#)

591.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Pols_Agyi_Pols's solution](#)

592.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

593.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

594.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Pols_Agyi_Pols's solution](#)

595.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Pols_Agyi_Pols's solution](#)

596.

4C

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

Quality: 108,197 global accepts · Rating: 1300 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Pols_Agyi_Pols's solution](#)

597.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

598.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Pols_Agyi_Pols's solution](#)

599.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Pols_Agyi_Pols's solution](#)

600.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[Pols_Agyi_Pols's solution](#)

601.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

602.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Pols_Agyi_Pols's solution](#)

603.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

604.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

605.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Pols_Agyi_Pols's solution](#)

606.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Pols_Agyi_Pols's solution](#)

607.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Pols_Agyi_Pols's solution](#)

608.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

609.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Pols_Agyi_Pols's solution](#)

610.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, math

[Pols_Agyi_Pols's solution](#)

611.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Pols_Agyi_Pols's solution](#)

612.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

613.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Pols_Agyi_Pols's solution](#)

614.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Pols_Agyi_Pols's solution](#)

615.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Pols_Agyi_Pols's solution](#)

616.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1300 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

617.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Pols_Agyi_Pols's solution](#)

618.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

619.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

620.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

621.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Pols_Agyi_Pols's solution](#)

622.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

623.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Pols_Agyi_Pols's solution](#)

624.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

625.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,899 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Pols_Agyi_Pols's solution](#)

626.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,111 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Pols_Agyi_Pols's solution](#)

627.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

628.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,849 global accepts · Rating: 1300 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

629.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Pols_Agyi_Pols's solution](#)

630.

246B

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

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

631.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[Pols_Agyi_Pols's solution](#)

632.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Pols_Agyi_Pols's solution](#)

633.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

634.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Pols_Agyi_Pols's solution](#)

635.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

636.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

637.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

638.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

639.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Pols_Agyi_Pols's solution](#)

640.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

641.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

642.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

643.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Pols_Agyi_Pols's solution](#)

644.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

645.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

646.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Pols_Agyi_Pols's solution](#)

647.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Pols_Agyi_Pols's solution](#)

648.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Pols_Agyi_Pols's solution](#)

649.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Pols_Agyi_Pols's solution](#)

650.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[Pols_Agyi_Pols's solution](#)

651.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Pols_Agyi_Pols's solution](#)

652.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

653.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

654.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Pols_Agyi_Pols's solution](#)

655.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

656.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

657.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Pols_Agyi_Pols's solution](#)

658.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Pols_Agyi_Pols's solution](#)

659.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

660.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Pols_Agyi_Pols's solution](#)

661.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

662.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Pols_Agyi_Pols's solution](#)

663.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Pols_Agyi_Pols's solution](#)

664.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Pols_Agyi_Pols's solution](#)

665.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

666.

1750C

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

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

[Pols_Agyi_Pols's solution](#)

667.

1740C

[Bricks and Bags](#) · [Tutorial](#)

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668.

1749C

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669.

1735C

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implementation, strings

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670.

1733D1

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671.

1369C

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672.

1370C

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673.

1380B

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674.

1375C

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675.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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676.

1540A

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677.

1415C

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678.

1355D

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679.

1350B

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680.

1425A

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681.

1427B

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682.

1421C

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683.

1461B

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684.

1453B

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685.

1490E

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686.

1526B

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687.

1506D

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688.

1701C

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Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

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689.

1719C

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690.

1728C

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691.

1721C

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[Pols_Agyi_Pols's solution](#)

692.

1714E

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[Pols_Agyi_Pols's solution](#)

693.

277A

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Quality: 21,584 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

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694.

1706C

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695.

1705C

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696.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

697.

1676H1

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698.

1691C

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699.

1696C

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700.

1579D

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701.

1374D

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Quality: 31,098 global accepts · Rating: 1400 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

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702.

1692G

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703.

1697C

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704.

1682C

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705.

1684C

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706.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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707.

1363B

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708.

1380C

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709.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Pols_Agyi_Pols's solution](#)

710.

1520E

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[Pols_Agyi_Pols's solution](#)

711.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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712.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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713.

1451C

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714.

1468C

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Quality: 10,512 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Pols_Agyi_Pols's solution](#)

715.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

716.

1551B2

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Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Pols_Agyi_Pols's solution](#)

717.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Pols_Agyi_Pols's solution](#)

718.

1462D

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Quality: 18,137 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

719.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[Pols_Agyi_Pols's solution](#)

720.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

721.

1285C

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Quality: 28,147 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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722.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Pols_Agyi_Pols's solution](#)

723.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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724.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

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725.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

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726.

1624D

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[Pols_Agyi_Pols's solution](#)

727.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Pols_Agyi_Pols's solution](#)

728.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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729.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

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730.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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731.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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732.

8B

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Quality: 4,966 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

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733.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,019 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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734.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

735.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Pols_Agyi_Pols's solution](#)

736.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Pols_Agyi_Pols's solution](#)

737.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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738.

489C

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Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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739.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

740.

358A

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741.

441B

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Quality: 7,511 global accepts · Rating: 1400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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742.

479C

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Quality: 33,075 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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743.

1634B

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Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[Pols_Agyi_Pols's solution](#)

744.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings
[Pols_Agyi_Pols's solution](#)

745.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Pols_Agyi_Pols's solution](#)

746.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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747.

197B

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Quality: 4,917 global accepts · Rating: 1400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[Pols_Agyi_Pols's solution](#)

748.

228B

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Quality: 3,637 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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749.

205B

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Quality: 6,477 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
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750.

219B

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751.

233B

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Quality: 8,284 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Pols_Agyi_Pols's solution](#)

752.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Pols_Agyi_Pols's solution](#)

753.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

754.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,642 global accepts · Rating: 1400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Pols_Agyi_Pols's solution](#)

755.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Pols_Agyi_Pols's solution](#)

756.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

757.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

758.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

759.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Pols_Agyi_Pols's solution](#)

760.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

761.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[Pols_Agyi_Pols's solution](#)

762.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Pols_Agyi_Pols's solution](#)

763.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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764.

1842C

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Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

765.

1814C

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Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Pols_Agyi_Pols's solution](#)

766.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

767.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

768.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Pols_Agyi_Pols's solution](#)

769.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

770.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

771.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

772.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Pols_Agyi_Pols's solution](#)

773.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Pols_Agyi_Pols's solution](#)

774.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Pols_Agyi_Pols's solution](#)

775.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Pols_Agyi_Pols's solution](#)

776.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

777.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Pols_Agyi_Pols's solution](#)

778.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

779.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

780.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

781.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Pols_Agyi_Pols's solution](#)

782.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

783.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Pols_Agyi_Pols's solution](#)

784.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[Pols_Agyi_Pols's solution](#)

785.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

786.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Pols_Agyi_Pols's solution](#)

787.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Pols_Agyi_Pols's solution](#)

788.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

789.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

790.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Pols_Agyi_Pols's solution](#)

791.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[Pols_Agyi_Pols's solution](#)

792.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Pols_Agyi_Pols's solution](#)

793.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

794.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

795.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Pols_Agyi_Pols's solution](#)

796.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

797.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

798.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

799.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Pols_Agyi_Pols's solution](#)

800.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

801.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Pols_Agyi_Pols's solution](#)

802.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

803.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

804.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Pols_Agyi_Pols's solution](#)

805.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

806.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Pols_Agyi_Pols's solution](#)

807.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

808.

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Pols_Agyi_Pols's solution](#)

809.

1690E

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

Quality: 16,995 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

810.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

811.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Pols_Agyi_Pols's solution](#)

812.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Pols_Agyi_Pols's solution](#)

813.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[Pols_Agyi_Pols's solution](#)

814.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Pols_Agyi_Pols's solution](#)

815.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2022-03-25 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Pols_Agyi_Pols's solution](#)

816.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[Pols_Agyi_Pols's solution](#)

817.

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Pols_Agyi_Pols's solution](#)

818.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[Pols_Agyi_Pols's solution](#)

819.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Pols_Agyi_Pols's solution](#)

820.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings
[Pols_Agyi_Pols's solution](#)

821.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[Pols_Agyi_Pols's solution](#)

822.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

823.

1538F

[Interesting Function · Tutorial](#)

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

824.

1542B

[Plus and Multiply · Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

825.

1547E

[Air Conditioners · Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

826.

1552B

[Running for Gold · Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Pols_Agyi_Pols's solution](#)

827.

1553D

[Backspace · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Pols_Agyi_Pols's solution](#)

828.

1562C

[Rings · Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

829.

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

830.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Pols_Agyi_Pols's solution](#)

831.

1614C

[Divan and bitwise operations · Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Pols_Agyi_Pols's solution](#)

832.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Pols_Agyi_Pols's solution](#)

833.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

834.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Pols_Agyi_Pols's solution](#)

835.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Pols_Agyi_Pols's solution](#)

836.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Pols_Agyi_Pols's solution](#)

837.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Pols_Agyi_Pols's solution](#)

838.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Pols_Agyi_Pols's solution](#)

839.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Pols_Agyi_Pols's solution](#)

840.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[Pols_Agyi_Pols's solution](#)

841.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

842.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Pols_Agyi_Pols's solution](#)

843.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

844.

1546C

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

Rating: 1500 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Pols_Agyi_Pols's solution](#)

845.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

846.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

847.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Pols_Agyi_Pols's solution](#)

848.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Pols_Agyi_Pols's solution](#)

849.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

850.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

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851.

282C

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852.

460B

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853.

272C

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854.

437B

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855.

282B

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856.

2061D

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857.

2061C

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858.

2018A

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859.

1978D

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860.

1976C

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861.

1957C

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862.

1956C

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863.

1946C

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864.

1938H

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865.

1928C

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866.

1904D1

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867.

1886C

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868.

1797C

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869.

1798D

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870.

1781C

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871.

1801A

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872.

1795D

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Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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873.

1778C

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874.

1787C

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875.

1779C

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876.

1284C

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877.

1774D

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878.

1766D

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879.

1748C

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880.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[Pols_Agyi_Pols's solution](#)

881.

1036D

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882.

1098A

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[Pols_Agyi_Pols's solution](#)

883.

1754D

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884.

1741E

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885.

1730B

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886.

1281B

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887.

1714D

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888.

348A

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Quality: 14,684 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[Pols_Agyi_Pols's solution](#)

889.

75C

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890.

1374E1

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891.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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892.

1523C

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893.

1389B

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Quality: 20,356 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

894.

1519D

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[Pols_Agyi_Pols's solution](#)

895.

1528A

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[Pols_Agyi_Pols's solution](#)

896.

1703G

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Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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897.

431C

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898.

1671D

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899.

1677A

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Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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900.

1687A

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901.

1689C

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902.

1698D

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Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Pols_Agyi_Pols's solution](#)

903.

1702E

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904.

1282B2

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905.

1352G

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906.

1348C

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907.

1437D

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908.

1303C

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909.

1342C

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910.

1344A

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911.

1294D

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912.

1305C

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913.

1234D

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914.

1227D1

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915.

1217B

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[Pols_Agyi_Pols's solution](#)

916.

1213D2

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Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Pols_Agyi_Pols's solution](#)

917.

1461D

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918.

1423K

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919.

1288C

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Quality: 15,276 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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920.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Pols_Agyi_Pols's solution](#)

921.

1512E

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922.

1612D

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923.

1514C

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924.

1396A

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[Pols_Agyi_Pols's solution](#)

925.

1520F1

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Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Pols_Agyi_Pols's solution](#)

926.

832B

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Quality: 4,682 global accepts · Rating: 1600 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

927.

1526C2

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Quality: 29,763 global accepts · Rating: 1600 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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928.

1225C

[p-binary · Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

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929.

1363C

[Game On Leaves · Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Pols_Agyi_Pols's solution](#)

930.

1395C

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Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

931.

1407C

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Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Pols_Agyi_Pols's solution](#)

932.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Pols_Agyi_Pols's solution](#)

933.

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

934.

1458A

[Row GCD · Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

935.

1513C

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936.

1398C

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Quality: 36,633 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Pols_Agyi_Pols's solution](#)

937.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Pols_Agyi_Pols's solution](#)

938.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

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939.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

940.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Pols_Agyi_Pols's solution](#)

941.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

942.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

943.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

944.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

945.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

946.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Pols_Agyi_Pols's solution](#)

947.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Pols_Agyi_Pols's solution](#)

948.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Pols_Agyi_Pols's solution](#)

949.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

950.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Pols_Agyi_Pols's solution](#)

951.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Pols_Agyi_Pols's solution](#)

952.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Pols_Agyi_Pols's solution](#)

953.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

954.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Pols_Agyi_Pols's solution](#)

955.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

956.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

957.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Pols_Agyi_Pols's solution](#)

958.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Pols_Agyi_Pols's solution](#)

959.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

960.

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

961.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

962.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

963.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Pols_Agyi_Pols's solution](#)

964.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Pols_Agyi_Pols's solution](#)

965.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)

966.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Pols_Agyi_Pols's solution](#)

967.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, number theory

[Pols_Agyi_Pols's solution](#)

968.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

969.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Pols_Agyi_Pols's solution](#)

970.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

971.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Pols_Agyi_Pols's solution](#)

972.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Pols_Agyi_Pols's solution](#)

973.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

974.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

975.

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Pols_Agyi_Pols's solution](#)

976.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Pols_Agyi_Pols's solution](#)

977.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[Pols_Agyi_Pols's solution](#)

978.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[Pols_Agyi_Pols's solution](#)

979.

1930C

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

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

980.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[Pols_Agyi_Pols's solution](#)

981.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Pols_Agyi_Pols's solution](#)

982.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math
[Pols_Agyi_Pols's solution](#)

983.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[Pols_Agyi_Pols's solution](#)

984.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[Pols_Agyi_Pols's solution](#)

985.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[Pols_Agyi_Pols's solution](#)

986.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Pols_Agyi_Pols's solution](#)

987.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

988.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

989.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Pols_Agyi_Pols's solution](#)

990.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

991.

1799C

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

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

[Pols_Agyi_Pols's solution](#)

992.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Pols_Agyi_Pols's solution](#)

993.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

994.

1779D

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

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

[Pols_Agyi_Pols's solution](#)

995.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Pols_Agyi_Pols's solution](#)

996.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Pols_Agyi_Pols's solution](#)

997.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: games

[Pols_Agyi_Pols's solution](#)

998.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Pols_Agyi_Pols's solution](#)

999.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Pols_Agyi_Pols's solution](#)

1000.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Pols_Agyi_Pols's solution](#)

1001.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Pols_Agyi_Pols's solution](#)

1002.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Pols_Agyi_Pols's solution](#)

1003.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

1004.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1005.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Pols_Agyi_Pols's solution](#)

1006.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1007.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

1008.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1009.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1010.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1011.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Pols_Agyi_Pols's solution](#)

1012.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[Pols_Agyi_Pols's solution](#)

1013.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

1014.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[Pols_Agyi_Pols's solution](#)

1015.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Pols_Agyi_Pols's solution](#)

1016.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Pols_Agyi_Pols's solution](#)

1017.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Pols_Agyi_Pols's solution](#)

1018.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Pols_Agyi_Pols's solution](#)

1019.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1020.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Pols_Agyi_Pols's solution](#)

1021.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Pols_Agyi_Pols's solution](#)

1022.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

1023.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1024.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Pols_Agyi_Pols's solution](#)

1025.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

1026.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1027.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1028.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Pols_Agyi_Pols's solution](#)

1029.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pols_Agyi_Pols's solution](#)

1030.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Pols_Agyi_Pols's solution](#)

1031.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1032.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Pols_Agyi_Pols's solution](#)

1033.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Pols_Agyi_Pols's solution](#)

1034.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Pols_Agyi_Pols's solution](#)

1035.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

1036.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Pols_Agyi_Pols's solution](#)

1037.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Pols_Agyi_Pols's solution](#)

1038.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Pols_Agyi_Pols's solution](#)

1039.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

1040.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Pols_Agyi_Pols's solution](#)

1041.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Pols_Agyi_Pols's solution](#)

1042.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Pols_Agyi_Pols's solution](#)

1043.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pols_Agyi_Pols's solution](#)

1044.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1045.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[Pols_Agyi_Pols's solution](#)

1046.

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Pols_Agyi_Pols's solution](#)

1047.

1709D

[Rororobot · Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Pols_Agyi_Pols's solution](#)

1048.

1626C

[Monsters And Spells · Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

1049.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Pols_Agyi_Pols's solution](#)

1050.

1677B

[Tokitsukaze and Meeting · Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Pols_Agyi_Pols's solution](#)

1051.

1688C

[Manipulating History · Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Pols_Agyi_Pols's solution](#)

1052.

1690F

[Shifting String · Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[Pols_Agyi_Pols's solution](#)

1053.

1695C

[Zero Path · Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Pols_Agyi_Pols's solution](#)

1054.

1693B

[Fake Plastic Trees · Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1055.

1699C

[The Third Problem · Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

1056.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

1057.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Pols_Agyi_Pols's solution](#)

1058.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1059.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1060.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

1061.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Pols_Agyi_Pols's solution](#)

1062.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Pols_Agyi_Pols's solution](#)

1063.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[Pols_Agyi_Pols's solution](#)

1064.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

1065.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1066.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

1067.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[Pols_Agyi_Pols's solution](#)

1068.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Pols_Agyi_Pols's solution](#)

1069.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

1070.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1071.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Pols_Agyi_Pols's solution](#)

1072.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Pols_Agyi_Pols's solution](#)

1073.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1074.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1075.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Pols_Agyi_Pols's solution](#)

1076.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Pols_Agyi_Pols's solution](#)

1077.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Pols_Agyi_Pols's solution](#)

1078.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Pols_Agyi_Pols's solution](#)

1079.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1080.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[Pols_Agyi_Pols's solution](#)

1081.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Pols_Agyi_Pols's solution](#)

1082.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Pols_Agyi_Pols's solution](#)

1083.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

1084.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Pols_Agyi_Pols's solution](#)

1085.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Pols_Agyi_Pols's solution](#)

1086.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Pols_Agyi_Pols's solution](#)

1087.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Pols_Agyi_Pols's solution](#)

1088.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1089.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

1090.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Pols_Agyi_Pols's solution](#)

1091.

1782D

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

Rating: 1800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1092.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Pols_Agyi_Pols's solution](#)

1093.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1094.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

1095.

1549D

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

Rating: 1800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Pols_Agyi_Pols's solution](#)

1096.

1758D

[Range = " SumTutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Pols_Agyi_Pols's solution](#)**1097.**

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)**1098.**

1190B

[Tokitsukaze, CSL and Stone Game · Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: games

[Pols_Agyi_Pols's solution](#)**1099.**

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)**1100.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Pols_Agyi_Pols's solution](#)**1101.**

1299B

[Aerodynamic · Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Pols_Agyi_Pols's solution](#)**1102.**

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Pols_Agyi_Pols's solution](#)**1103.**

1286B

[Numbers on Tree · Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Pols_Agyi_Pols's solution](#)**1104.**

1286A

[Garland · Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Pols_Agyi_Pols's solution](#)**1105.**

1296E1

[String Coloring \(easy version\) · Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1106.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1107.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Pols_Agyi_Pols's solution](#)

1108.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Pols_Agyi_Pols's solution](#)

1109.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

1110.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Pols_Agyi_Pols's solution](#)

1111.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Pols_Agyi_Pols's solution](#)

1112.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Pols_Agyi_Pols's solution](#)

1113.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Pols_Agyi_Pols's solution](#)

1114.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1115.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Pols_Agyi_Pols's solution](#)

1116.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Pols_Agyi_Pols's solution](#)

1117.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[Pols_Agyi_Pols's solution](#)

1118.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Pols_Agyi_Pols's solution](#)

1119.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1120.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

1121.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Pols_Agyi_Pols's solution](#)

1122.

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Pols_Agyi_Pols's solution](#)

1123.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Pols_Agyi_Pols's solution](#)

1124.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Pols_Agyi_Pols's solution](#)

1125.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1126.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

1127.

1491D

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

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

1128.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Pols_Agyi_Pols's solution](#)

1129.

1509C

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

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

1130.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1131.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Pols_Agyi_Pols's solution](#)

1132.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Pols_Agyi_Pols's solution](#)

1133.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1134.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Pols_Agyi_Pols's solution](#)

1135.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1136.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Pols_Agyi_Pols's solution](#)

1137.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1138.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Pols_Agyi_Pols's solution](#)

1139.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1140.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Pols_Agyi_Pols's solution](#)

1141.

1583D

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

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Pols_Agyi_Pols's solution](#)

1142.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Pols_Agyi_Pols's solution](#)

1143.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Pols_Agyi_Pols's solution](#)

1144.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1145.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1146.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Pols_Agyi_Pols's solution](#)

1147.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Pols_Agyi_Pols's solution](#)

1148.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Pols_Agyi_Pols's solution](#)

1149.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

1150.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pols_Agyi_Pols's solution](#)

1151.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1152.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[Pols_Agyi_Pols's solution](#)

1153.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Pols_Agyi_Pols's solution](#)

1154.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1155.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Pols_Agyi_Pols's solution](#)

1156.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

1157.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1158.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1159.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1160.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

1161.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

1162.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

1163.

2002D1

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

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

[Pols_Agyi_Pols's solution](#)

1164.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1165.

1991D

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

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

[Pols_Agyi_Pols's solution](#)

1166.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1167.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Pols_Agyi_Pols's solution](#)

1168.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Pols_Agyi_Pols's solution](#)

1169.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1170.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1171.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Pols_Agyi_Pols's solution](#)

1172.

1928D

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

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

[Pols_Agyi_Pols's solution](#)

1173.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

1174.

1922D

[Berserk Monsters](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1175.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

1176.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Pols_Agyi_Pols's solution](#)

1177.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Pols_Agyi_Pols's solution](#)

1178.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Pols_Agyi_Pols's solution](#)

1179.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Pols_Agyi_Pols's solution](#)

1180.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[Pols_Agyi_Pols's solution](#)

1181.

1866C

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

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

[Pols_Agyi_Pols's solution](#)

1182.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

1183.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Pols_Agyi_Pols's solution](#)

1184.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1185.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Pols_Agyi_Pols's solution](#)

1186.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Pols_Agyi_Pols's solution](#)

1187.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Pols_Agyi_Pols's solution](#)

1188.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1189.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

1190.

1785B

[Letter Exchange](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1191.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Pols_Agyi_Pols's solution](#)

1192.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Pols_Agyi_Pols's solution](#)

1193.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1194.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

1195.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Pols_Agyi_Pols's solution](#)

1196.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Pols_Agyi_Pols's solution](#)

1197.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Pols_Agyi_Pols's solution](#)

1198.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Pols_Agyi_Pols's solution](#)

1199.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Pols_Agyi_Pols's solution](#)

1200.

1384B1

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Pols_Agyi_Pols's solution](#)

1201.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Pols_Agyi_Pols's solution](#)

1202.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Pols_Agyi_Pols's solution](#)

1203.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1204.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1205.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Pols_Agyi_Pols's solution](#)

1206.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Pols_Agyi_Pols's solution](#)

1207.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1208.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Pols_Agyi_Pols's solution](#)

1209.

1467C

[Three Bags](#) · [Tutorial](#)

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1210.

1470B

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1211.

1479B1

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1212.

1492D

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1213.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

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1214.

1486C2

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1215.

1494C

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1216.

1508A

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1217.

1512F

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Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1218.

1527B2

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Quality: 8,698 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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1219.

1543C

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1220.

1749D

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1221.

1545B

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1222.

1547F

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1223.

1560F1

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1224.

1569D

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1225.

1585D

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

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1226.

1611E2

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1227.

1601B

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1228.

1744E2

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1229.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1230.

1650E

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[Pols_Agyi_Pols's solution](#)

1231.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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1232.

1673D

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[Pols_Agyi_Pols's solution](#)

1233.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1234.

1689D

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[Pols_Agyi_Pols's solution](#)

1235.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1236.

1697D

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1237.

1700D

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[Pols_Agyi_Pols's solution](#)

1238.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1239.

1702G1

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1240.

1704D

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[Pols_Agyi_Pols's solution](#)

1241.

1714F

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[Pols_Agyi_Pols's solution](#)

1242.

1715D

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1243.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1244.

1738D

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1245.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

1246.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[Pols_Agyi_Pols's solution](#)

1247.

20C

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Quality: 46,910 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1248.

1708D

[Difference Array · Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Pols_Agyi_Pols's solution](#)

1249.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Pols_Agyi_Pols's solution](#)

1250.

1659D

[Reverse Sort Sum · Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Pols_Agyi_Pols's solution](#)

1251.

1661D

[Progressions Covering · Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Pols_Agyi_Pols's solution](#)

1252.

294C

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Quality: 4,359 global accepts · Rating: 1900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[Pols_Agyi_Pols's solution](#)

1253.

463C

[Gargari and Bishops · Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[Pols_Agyi_Pols's solution](#)

1254.

1644E

[Expand the Path · Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Pols_Agyi_Pols's solution](#)

1255.

2140D

[A Cruel Segment's Thesis · Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1256.

2068J

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Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Pols_Agyi_Pols's solution](#)

1257.

2062E1

[The Game \(Easy Version\) · Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

games, graphs, greedy, trees

[Pols_Agyi_Pols's solution](#)

1258.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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1259.

2020E

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[Pols_Agyi_Pols's solution](#)

1260.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1261.

1976D

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1262.

1956D

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1263.

1951D

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Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1264.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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1265.

1943B

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1266.

1841D

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Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

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1267.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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1268.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,604 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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1269.

1731E

[Graph Cost · Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

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1270.

1763C

[Another Array Problem · Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)

1271.

1363E

[Tree Shuffling · Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1272.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

1273.

1451E1

[Bitwise Queries \(Easy Version\) · Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1274.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Pols_Agyi_Pols's solution](#)

1275.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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1276.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Pols_Agyi_Pols's solution](#)

1277.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1278.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1279.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1280.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Pols_Agyi_Pols's solution](#)

1281.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1282.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Pols_Agyi_Pols's solution](#)

1283.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[Pols_Agyi_Pols's solution](#)

1284.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Pols_Agyi_Pols's solution](#)

1285.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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1286.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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1287.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
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1288.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
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1289.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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1290.

1359D

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Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
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1291.

1427C

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Quality: 6,071 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1292.

1426F

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Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings
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1293.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
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1294.

1582E

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1295.

1567D

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1296.

1558C

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1297.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[Pols_Agyi_Pols's solution](#)

1298.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[Pols_Agyi_Pols's solution](#)

1299.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[Pols_Agyi_Pols's solution](#)

1300.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[Pols_Agyi_Pols's solution](#)

1301.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[Pols_Agyi_Pols's solution](#)

1302.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[Pols_Agyi_Pols's solution](#)

1303.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Pols_Agyi_Pols's solution](#)

1304.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[Pols_Agyi_Pols's solution](#)

1305.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[Pols_Agyi_Pols's solution](#)

1306.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[Pols_Agyi_Pols's solution](#)

1307.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1308.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[Pols_Agyi_Pols's solution](#)

1309.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Pols_Agyi_Pols's solution](#)

1310.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1311.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1312.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Pols_Agyi_Pols's solution](#)

1313.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Pols_Agyi_Pols's solution](#)

1314.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1315.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1316.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: games

[Pols_Agyi_Pols's solution](#)

1317.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Pols_Agyi_Pols's solution](#)**1318.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Pols_Agyi_Pols's solution](#)**1319.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Pols_Agyi_Pols's solution](#)**1320.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Pols_Agyi_Pols's solution](#)**1321.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Pols_Agyi_Pols's solution](#)**1322.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Pols_Agyi_Pols's solution](#)**1323.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Pols_Agyi_Pols's solution](#)**1324.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Pols_Agyi_Pols's solution](#)**1325.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Pols_Agyi_Pols's solution](#)**1326.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

1327.

1619F

[Let's Play the Hat? · Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1328.

1584D

[Guess the Permutation · Tutorial](#)

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Pols_Agyi_Pols's solution](#)

1329.

1624F

[Interacdvive Problem · Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Pols_Agyi_Pols's solution](#)

1330.

1624E

[Masha-forgetful · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Pols_Agyi_Pols's solution](#)

1331.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Pols_Agyi_Pols's solution](#)

1332.

1674E

[Breaking the Wall · Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1333.

897D

[Ithea Plays With Chtholly · Tutorial](#)

Rating: 2000 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Pols_Agyi_Pols's solution](#)

1334.

1657D

[For Gamers. By Gamers. · Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1335.

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1336.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

1337.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1338.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1339.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

1340.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

1341.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Pols_Agyi_Pols's solution](#)

1342.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Pols_Agyi_Pols's solution](#)

1343.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Pols_Agyi_Pols's solution](#)

1344.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Pols_Agyi_Pols's solution](#)

1345.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1346.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Pols_Agyi_Pols's solution](#)

1347.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Pols_Agyi_Pols's solution](#)

1348.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Pols_Agyi_Pols's solution](#)

1349.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Pols_Agyi_Pols's solution](#)

1350.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Pols_Agyi_Pols's solution](#)

1351.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Pols_Agyi_Pols's solution](#)

1352.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Pols_Agyi_Pols's solution](#)

1353.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1354.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Pols_Agyi_Pols's solution](#)

1355.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Pols_Agyi_Pols's solution](#)

1356.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Pols_Agyi_Pols's solution](#)

1357.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

1358.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Pols_Agyi_Pols's solution](#)

1359.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, ternary search

[Pols_Agyi_Pols's solution](#)

1360.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Pols_Agyi_Pols's solution](#)

1361.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1362.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Pols_Agyi_Pols's solution](#)

1363.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Pols_Agyi_Pols's solution](#)

1364.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Pols_Agyi_Pols's solution](#)

1365.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[Pols_Agyi_Pols's solution](#)

1366.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[Pols_Agyi_Pols's solution](#)

1367.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Pols_Agyi_Pols's solution](#)

1368.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Pols_Agyi_Pols's solution](#)

1369.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1370.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Pols_Agyi_Pols's solution](#)

1371.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Pols_Agyi_Pols's solution](#)

1372.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

1373.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Pols_Agyi_Pols's solution](#)

1374.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1375.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Pols_Agyi_Pols's solution](#)

1376.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

1377.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1378.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Pols_Agyi_Pols's solution](#)

1379.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Pols_Agyi_Pols's solution](#)

1380.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Pols_Agyi_Pols's solution](#)

1381.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Pols_Agyi_Pols's solution](#)

1382.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1383.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Pols_Agyi_Pols's solution](#)

1384.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Pols_Agyi_Pols's solution](#)

1385.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Pols_Agyi_Pols's solution](#)

1386.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1387.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Pols_Agyi_Pols's solution](#)

1388.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1389.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

1390.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1391.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Pols_Agyi_Pols's solution](#)

1392.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1393.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Pols_Agyi_Pols's solution](#)

1394.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1395.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Pols_Agyi_Pols's solution](#)

1396.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Pols_Agyi_Pols's solution](#)

1397.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Pols_Agyi](#) [Pols's solution](#)

1398.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Pols_Agyi](#) [Pols's solution](#)

1399.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Pols_Agyi](#) [Pols's solution](#)

1400.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi](#) [Pols's solution](#)

1401.

1909F1

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

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

[Pols_Agyi](#) [Pols's solution](#)

1402.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Pols_Agyi](#) [Pols's solution](#)

1403.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Pols_Agyi](#) [Pols's solution](#)

1404.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Pols_Agyi](#) [Pols's solution](#)

1405.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Pols_Agyi](#) [Pols's solution](#)

1406.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Pols_Agyi](#) [Pols's solution](#)

1407.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Pols_Agyi_Pols's solution](#)

1408.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Pols_Agyi_Pols's solution](#)

1409.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Pols_Agyi_Pols's solution](#)

1410.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Pols_Agyi_Pols's solution](#)

1411.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Pols_Agyi_Pols's solution](#)

1412.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Pols_Agyi_Pols's solution](#)

1413.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1414.

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Pols_Agyi_Pols's solution](#)

1415.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Pols_Agyi_Pols's solution](#)

1416.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Pols_Agyi_Pols's solution](#)

1417.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Pols_Agyi_Pols's solution](#)

1418.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[Pols_Agyi_Pols's solution](#)

1419.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Pols_Agyi_Pols's solution](#)

1420.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[Pols_Agyi_Pols's solution](#)

1421.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[Pols_Agyi_Pols's solution](#)

1422.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[Pols_Agyi_Pols's solution](#)

1423.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[Pols_Agyi_Pols's solution](#)

1424.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[Pols_Agyi_Pols's solution](#)

1425.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Pols_Agyi_Pols's solution](#)

1426.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[Pols_Agyi_Pols's solution](#)

1427.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Pols_Agyi_Pols's solution](#)

1428.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1429.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[Pols_Agyi_Pols's solution](#)

1430.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Pols_Agyi_Pols's solution](#)

1431.

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Pols_Agyi_Pols's solution](#)

1432.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Pols_Agyi_Pols's solution](#)

1433.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Pols_Agyi_Pols's solution](#)

1434.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Pols_Agyi_Pols's solution](#)

1435.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Pols_Agyi_Pols's solution](#)

1436.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Pols_Agyi_Pols's solution](#)

1437.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1438.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1439.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Pols_Agyi_Pols's solution](#)

1440.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

1441.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

1442.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

1443.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Pols_Agyi_Pols's solution](#)

1444.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[Pols_Agyi_Pols's solution](#)

1445.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1446.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Pols_Agyi_Pols's solution](#)

1447.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1448.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1449.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1450.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Pols_Agyi_Pols's solution](#)

1451.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Pols_Agyi_Pols's solution](#)

1452.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1453.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Pols_Agyi_Pols's solution](#)

1454.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1455.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Pols_Agyi_Pols's solution](#)

1456.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Pols_Agyi_Pols's solution](#)

1457.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[Pols_Agyi_Pols's solution](#)

1458.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1459.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Pols_Agyi_Pols's solution](#)

1460.

1384B2

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

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Pols_Agyi_Pols's solution](#)

1461.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Pols_Agyi_Pols's solution](#)

1462.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Pols_Agyi_Pols's solution](#)

1463.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Pols_Agyi_Pols's solution](#)

1464.

1967C

[Fenwick Tree](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1465.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1466.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Pols_Agyi_Pols's solution](#)

1467.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Pols_Agyi_Pols's solution](#)

1468.

1494D

[Dogeforces · Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

1469.

1453E

[Dog Snacks · Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1470.

1476E

[Pattern Matching · Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Pols_Agyi_Pols's solution](#)

1471.

1738E

[Balance Addicts · Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Pols_Agyi_Pols's solution](#)

1472.

1743F

[Intersection and Union · Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Pols_Agyi_Pols's solution](#)

1473.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Pols_Agyi_Pols's solution](#)

1474.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Pols_Agyi_Pols's solution](#)

1475.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Pols_Agyi_Pols's solution](#)

1476.

1614D2

[Divan and Kostomuksha \(hard version\) · Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Pols_Agyi_Pols's solution](#)

1477.

1728E

[Red-Black Pepper · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

1478.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Pols_Agyi_Pols's solution](#)

1479.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Pols_Agyi_Pols's solution](#)

1480.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Pols_Agyi_Pols's solution](#)

1481.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[Pols_Agyi_Pols's solution](#)

1482.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Pols_Agyi_Pols's solution](#)

1483.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1484.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Pols_Agyi_Pols's solution](#)

1485.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1486.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1487.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Pols_Agyi_Pols's solution](#)

1488.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Pols_Agyi_Pols's solution](#)

1489.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Pols_Agyi_Pols's solution](#)

1490.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Pols_Agyi_Pols's solution](#)

1491.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Pols_Agyi_Pols's solution](#)

1492.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Pols_Agyi_Pols's solution](#)

1493.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Pols_Agyi_Pols's solution](#)

1494.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[Pols_Agyi_Pols's solution](#)

1495.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Pols_Agyi_Pols's solution](#)

1496.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1497.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Pols_Agyi_Pols's solution](#)

1498.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Pols_Agyi_Pols's solution](#)

1499.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Pols_Agyi_Pols's solution](#)

1500.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Pols_Agyi_Pols's solution](#)

1501.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Pols_Agyi_Pols's solution](#)

1502.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Pols_Agyi_Pols's solution](#)

1503.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Pols_Agyi_Pols's solution](#)

1504.

1607F

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

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Pols_Agyi_Pols's solution](#)

1505.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Pols_Agyi_Pols's solution](#)

1506.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1507.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Pols_Agyi_Pols's solution](#)

1508.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Pols_Agyi_Pols's solution](#)

1509.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Pols_Agyi_Pols's solution](#)

1510.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Pols_Agyi_Pols's solution](#)

1511.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Pols_Agyi_Pols's solution](#)

1512.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Pols_Agyi_Pols's solution](#)

1513.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Pols_Agyi_Pols's solution](#)

1514.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Pols_Agyi_Pols's solution](#)

1515.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Pols_Agyi_Pols's solution](#)

1516.

1938F

[Forming Groups](#) · [Tutorial](#)

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

[Pols_Agyi](#) [Pols's solution](#)

1517.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Pols_Agyi](#) [Pols's solution](#)

1518.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Pols_Agyi](#) [Pols's solution](#)

1519.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Pols_Agyi](#) [Pols's solution](#)

1520.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Pols_Agyi](#) [Pols's solution](#)

1521.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Pols_Agyi](#) [Pols's solution](#)

1522.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Pols_Agyi](#) [Pols's solution](#)

1523.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Pols_Agyi](#) [Pols's solution](#)

1524.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Pols_Agyi](#) [Pols's solution](#)

1525.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Pols_Agyi_Pols's solution](#)

1526.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Pols_Agyi_Pols's solution](#)

1527.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Pols_Agyi_Pols's solution](#)

1528.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Pols_Agyi_Pols's solution](#)

1529.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1530.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Pols_Agyi_Pols's solution](#)

1531.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Pols_Agyi_Pols's solution](#)

1532.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[Pols_Agyi_Pols's solution](#)

1533.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Pols_Agyi_Pols's solution](#)

1534.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Pols_Agyi_Pols's solution](#)

1535.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar,

games, graphs, greedy, math, sortings, trees

[Pols_Agyi_Pols's solution](#)

1536.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Pols_Agyi_Pols's solution](#)

1537.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Pols_Agyi_Pols's solution](#)

1538.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Pols_Agyi_Pols's solution](#)

1539.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Pols_Agyi_Pols's solution](#)

1540.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Pols_Agyi_Pols's solution](#)

1541.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Pols_Agyi_Pols's solution](#)

1542.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Pols_Agyi_Pols's solution](#)

1543.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Pols_Agyi_Pols's solution](#)

1544.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Pols_Agyi_Pols's solution](#)

1545.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1546.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Pols_Agyi_Pols's solution](#)

1547.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Pols_Agyi_Pols's solution](#)

1548.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Pols_Agyi_Pols's solution](#)

1549.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Pols_Agyi_Pols's solution](#)

1550.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Pols_Agyi_Pols's solution](#)

1551.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Pols_Agyi_Pols's solution](#)

1552.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Pols_Agyi_Pols's solution](#)

1553.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Pols_Agyi_Pols's solution](#)

1554.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Pols_Agyi_Pols's solution](#)

1555.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Pols_Agyi_Pols's solution](#)

1556.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Pols_Agyi_Pols's solution](#)

1557.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Pols_Agyi_Pols's solution](#)

1558.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Pols_Agyi_Pols's solution](#)

1559.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Pols_Agyi_Pols's solution](#)

1560.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Pols_Agyi_Pols's solution](#)

1561.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Pols_Agyi_Pols's solution](#)

1562.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Pols_Agyi_Pols's solution](#)

1563.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Pols_Agyi_Pols's solution](#)

1564.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Pols_Agyi_Pols's solution](#)

1565.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Pols_Agyi_Pols's solution](#)

1566.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Pols_Agyi_Pols's solution](#)

1567.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Pols_Agyi_Pols's solution](#)

1568.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1569.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1570.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1571.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1572.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1573.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1574.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1575.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1576.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1577.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1578.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1579.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1580.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1581.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1582.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1583.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1584.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1585.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1586.

105505L

[Latin Squares](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1587.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1588.

105505E

[Evereth Expedition](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1589.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1590.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1591.

105505K

[Kool Strings](#) · [Tutorial](#)

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

[Pols_Agyi_Pols's solution](#)

1592.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1593.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1594.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1595.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1596.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1597.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1598.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1599.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1600.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1601.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1602.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1603.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1604.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1605.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1606.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1607.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1608.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1609.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1610.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1611.

104857C

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

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1612.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1613.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1614.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1615.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1616.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1617.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1618.

104787D

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

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1619.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1620.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1621.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1622.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1623.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1624.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1625.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1626.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1627.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1628.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1629.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1630.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1631.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1632.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1633.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1634.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1635.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1636.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1637.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1638.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1639.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1640.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1641.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1642.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1643.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1644.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1645.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1646.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1647.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1648.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1649.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1650.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1651.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1652.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1653.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1654.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1655.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1656.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1657.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1658.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1659.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1660.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1661.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pols_Agyi_Pols's solution](#)

1662.

104017A

[Organizing SWERC](#) · [Tutorial](#)

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