

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

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# Unique solved — Proelectro444

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

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

Filters: none

Count: 581

1.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: math

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2.

2074B

[The Third Side](#) · [Tutorial](#)

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3.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-24 · Java 21 (first AC) · Tags: geometry, implementation

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4.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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5.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

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6.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

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7.

2004A

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8.

2000B

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9.

2000A

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10.

2002A

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Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
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**11.**

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
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**12.**

1996B

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Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**13.**

1996A

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**14.**

1983A

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1987A

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**16.**

1989A

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**17.**

1986A

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**18.**

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings  
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**19.**

1985B

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Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
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**20.**

1985A

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Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, strings  
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**21.**

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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**22.**

1979A

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Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

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**23.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

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**24.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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**25.**

1699A

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

Quality: 24,781 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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**26.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

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**27.**

1658A

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**28.**

1658B

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

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**29.**

1763A

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**30.**

1783A

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Quality: 48,764 global accepts · Rating: 800 · first AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

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**31.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math

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**32.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

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**33.**

1451A

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**34.**

1736A

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**35.**

1944A

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**36.**

1957A

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**37.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

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**38.**

1956A

[Nene's Game](#) · [Tutorial](#)

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**39.**

1497A

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**40.**

1328A

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

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**41.**

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

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**42.**

1698A

[XOR Mixup](#) · [Tutorial](#)

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**43.**

1713A

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**44.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

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**45.**

1512A

[Spy Detected!](#) · [Tutorial](#)

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**46.**

1490A

[Dense Array](#) · [Tutorial](#)

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**47.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

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**48.**

1932A

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**49.**

1926B

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**50.**

1926A

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**51.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · OCaml (first AC) · Tags: constructive algorithms, greedy, math

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**52.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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**53.**

1840A

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**54.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

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**55.**

1735A

[Working Week](#) · [Tutorial](#)

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**56.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

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**57.**

1715A

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**58.**

1918A

[Brick Wall](#) · [Tutorial](#)

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**59.**

1925A

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**60.**

1703C

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**61.**

1703B

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Quality: 66,194 global accepts · Rating: 800 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: data structures, implementation

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**62.**

1703A

[YES or YES?](#) · [Tutorial](#)

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**63.**

1922A

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**64.**

1921B

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**65.**

1921A

[Square](#) · [Tutorial](#)

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**66.**

1920A

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**67.**

1743A

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**68.**

1843C

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**69.**

1843B

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**70.**

1843A

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**71.**

1894A

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**72.**

1828A

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**73.**

1919B

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**74.**

1919A

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**75.**

1917A

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Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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**76.**

1915B

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**77.**

1915C

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**78.**

1915A

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**79.**

1794A

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**80.**

1914A

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**81.**

1626A

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**82.**

1668A

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**83.**

1902A

[Binary Imbalance · Tutorial](#)

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**84.**

1903A

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**85.**

1900A

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**86.**

1891A

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**87.**

1646B

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**88.**

1646A

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**89.**

1884A

[Simple Design](#) · [Tutorial](#)

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**90.**

1886A

[Sum of Three](#) · [Tutorial](#)

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**91.**

1867A

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**92.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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**93.**

1878A

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**94.**

1882A

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**95.**

1879A

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**96.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

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**97.**

1873C

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**98.**

1873B

[Good Kid](#) · [Tutorial](#)

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**99.**

1873A

[Short Sort](#) · [Tutorial](#)

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**100.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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**101.**

1861A

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**102.**

1863A

[Channel](#) · [Tutorial](#)

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**103.**

1864A

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

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**104.**

1862B

[Sequence Game](#) · [Tutorial](#)

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**105.**

1862A

[Gift Carpet](#) · [Tutorial](#)

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**106.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[Proelectro444's solution](#)

**107.**

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Proelectro444's solution](#)

**108.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Proelectro444's solution](#)

**109.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[Proelectro444's solution](#)

**110.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · last AC: 2023-08-13 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Proelectro444's solution](#)

**111.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[Proelectro444's solution](#)

**112.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-08-03 · last AC: 2023-08-03 · Python 3 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**113.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Proelectro444's solution](#)

**114.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Proelectro444's solution](#)

**115.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Proelectro444's solution](#)

**116.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Proelectro444's solution](#)

**117.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Proelectro444's solution](#)

**118.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Proelectro444's solution](#)

**119.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,157 global accepts · Rating: 800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**120.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Proelectro444's solution](#)

**121.**

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Proelectro444's solution](#)

**122.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[Proelectro444's solution](#)

**123.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: implementation

[Proelectro444's solution](#)

**124.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Proelectro444's solution](#)

**125.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**126.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**127.**

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Proelectro444's solution](#)

**128.**

1744B

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

Quality: 24,900 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**129.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Proelectro444's solution](#)

**130.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-19 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Proelectro444's solution](#)

**131.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**132.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**133.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Proelectro444's solution](#)

**134.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: math

[Proelectro444's solution](#)

**135.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**136.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**137.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Proelectro444's solution](#)

**138.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation

[Proelectro444's solution](#)

**139.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: implementation

[Proelectro444's solution](#)

**140.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Proelectro444's solution](#)

**141.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Proelectro444's solution](#)

**142.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: math

[Proelectro444's solution](#)

**143.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Proelectro444's solution](#)

**144.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Proelectro444's solution](#)

**145.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Proelectro444's solution](#)

**146.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Proelectro444's solution](#)

**147.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Proelectro444's solution](#)

**148.**

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Proelectro444's solution](#)

**149.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Proelectro444's solution](#)

**150.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: implementation

[Proelectro444's solution](#)

**151.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Proelectro444's solution](#)

**152.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**153.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: implementation

[Proelectro444's solution](#)

**154.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[Proelectro444's solution](#)

**155.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Proelectro444's solution](#)

**156.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[Proelectro444's solution](#)

**157.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2023-01-09 · Python 3 (first AC) · Tags: brute force, math

[Proelectro444's solution](#)

**158.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 900 · first AC: 2025-09-28 · last AC: 2025-09-28 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**159.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Proelectro444's solution](#)

**160.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Proelectro444's solution](#)

**161.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**162.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Proelectro444's solution](#)

**163.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[Proelectro444's solution](#)

**164.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math  
[Proelectro444's solution](#)

**165.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Proelectro444's solution](#)

**166.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Proelectro444's solution](#)

**167.**

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings  
[Proelectro444's solution](#)

**168.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
[Proelectro444's solution](#)

**169.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2024-02-09 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Proelectro444's solution](#)

**170.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[Proelectro444's solution](#)

**171.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: math, number theory  
[Proelectro444's solution](#)

**172.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings  
[Proelectro444's solution](#)

**173.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Proelectro444's solution](#)

**174.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[Proelectro444's solution](#)

**175.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[Proelectro444's solution](#)

**176.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: dp, math

[Proelectro444's solution](#)

**177.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Proelectro444's solution](#)

**178.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**179.**

1875A

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

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Proelectro444's solution](#)

**180.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: math

[Proelectro444's solution](#)

**181.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**182.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[Proelectro444's solution](#)

**183.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**184.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: math

[Proelectro444's solution](#)

**185.**

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**186.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Proelectro444's solution](#)

**187.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**188.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[Proelectro444's solution](#)

**189.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**190.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Proelectro444's solution](#)

**191.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Proelectro444's solution](#)

**192.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[Proelectro444's solution](#)

**193.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**194.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[Proelectro444's solution](#)

**195.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**196.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[Proelectro444's solution](#)

**197.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[Proelectro444's solution](#)

**198.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[Proelectro444's solution](#)

**199.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Proelectro444's solution](#)

**200.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2024-02-16 · OCaml (first AC) · Tags: combinatorics, math, two pointers

[Proelectro444's solution](#)

**201.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Proelectro444's solution](#)

**202.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Proelectro444's solution](#)

**203.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Proelectro444's solution](#)

**204.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Proelectro444's solution](#)

**205.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[Proelectro444's solution](#)

**206.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[Proelectro444's solution](#)

**207.**

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[Proelectro444's solution](#)

**208.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Proelectro444's solution](#)

**209.**

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Proelectro444's solution](#)

**210.**

1782B

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

Rating: 1000 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Proelectro444's solution](#)

**211.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Proelectro444's solution](#)

**212.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**213.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-29 · last AC: 2023-05-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**214.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**215.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Proelectro444's solution](#)

**216.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**217.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[Proelectro444's solution](#)

**218.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math  
[Proelectro444's solution](#)

**219.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[Proelectro444's solution](#)

**220.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-26 · last AC: 2023-02-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[Proelectro444's solution](#)

**221.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[Proelectro444's solution](#)

**222.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-24 · Java 21 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities  
[Proelectro444's solution](#)

**223.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[Proelectro444's solution](#)

**224.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2024-12-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Proelectro444's solution](#)

**225.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings  
[Proelectro444's solution](#)

**226.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[Proelectro444's solution](#)

**227.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings  
[Proelectro444's solution](#)

**228.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**229.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**230.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Proelectro444's solution](#)

**231.**

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Proelectro444's solution](#)

**232.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Proelectro444's solution](#)

**233.**

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2024-02-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**234.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: number theory

[Proelectro444's solution](#)

**235.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Proelectro444's solution](#)

**236.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[Proelectro444's solution](#)

**237.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-01-07 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, sortings

[Proelectro444's solution](#)

**238.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Proelectro444's solution](#)

**239.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-21 · OCaml (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**240.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Proelectro444's solution](#)

**241.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Proelectro444's solution](#)

**242.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Proelectro444's solution](#)

**243.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[Proelectro444's solution](#)

**244.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Proelectro444's solution](#)

**245.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[Proelectro444's solution](#)

**246.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings

[Proelectro444's solution](#)

**247.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**248.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Proelectro444's solution](#)

**249.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings,

strings

[Proelectro444's solution](#)

**250.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings

[Proelectro444's solution](#)

**251.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[Proelectro444's solution](#)

**252.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Proelectro444's solution](#)

**253.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Proelectro444's solution](#)

**254.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-07-13 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Proelectro444's solution](#)

**255.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**256.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**257.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Proelectro444's solution](#)

**258.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Proelectro444's solution](#)

**259.**

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: math, number theory

[Proelectro444's solution](#)

**260.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[Proelectro444's solution](#)

**261.**

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**262.**

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Proelectro444's solution](#)

**263.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Proelectro444's solution](#)

**264.**

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**265.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[Proelectro444's solution](#)

**266.**

870B

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

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: greedy

[Proelectro444's solution](#)

**267.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Proelectro444's solution](#)

**268.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2026-01-11 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**269.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Proelectro444's solution](#)

**270.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

[Proelectro444's solution](#)

**271.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings  
[Proelectro444's solution](#)

**272.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Proelectro444's solution](#)

**273.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[Proelectro444's solution](#)

**274.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings  
[Proelectro444's solution](#)

**275.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math  
[Proelectro444's solution](#)

**276.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[Proelectro444's solution](#)

**277.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy  
[Proelectro444's solution](#)

**278.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-05-14 · PyPy 3-64 (first AC) · Tags: math, number theory  
[Proelectro444's solution](#)

**279.**

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[Proelectro444's solution](#)

**280.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: implementation, math  
[Proelectro444's solution](#)

**281.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Proelectro444's solution](#)

**282.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**283.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[Proelectro444's solution](#)

**284.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2024-04-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Proelectro444's solution](#)

**285.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math

[Proelectro444's solution](#)

**286.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Proelectro444's solution](#)

**287.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: dp, implementation

[Proelectro444's solution](#)

**288.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Proelectro444's solution](#)

**289.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, hashing, strings

[Proelectro444's solution](#)

**290.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Proelectro444's solution](#)

**291.**

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Proelectro444's solution](#)

**292.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Proelectro444's solution](#)

**293.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Proelectro444's solution](#)

**294.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Proelectro444's solution](#)

**295.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math

[Proelectro444's solution](#)

**296.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Proelectro444's solution](#)

**297.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Proelectro444's solution](#)

**298.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Proelectro444's solution](#)

**299.**

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Proelectro444's solution](#)

**300.**

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**301.**

1808B

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

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Proelectro444's solution](#)

**302.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Proelectro444's solution](#)

**303.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings

[Proelectro444's solution](#)

**304.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Proelectro444's solution](#)

**305.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**306.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2023-01-10 · Python 3 (first AC) · Tags: games

[Proelectro444's solution](#)

**307.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Proelectro444's solution](#)

**308.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2026-02-07 · last AC: 2026-02-07 · PyPy 3-64 (first AC) · Tags: implementation

[Proelectro444's solution](#)

**309.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-19 · last AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Proelectro444's solution](#)

**310.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Proelectro444's solution](#)

**311.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Proelectro444's solution](#)

**312.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proelectro444's solution](#)

**313.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-10 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**314.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Proelectro444's solution](#)

**315.**

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Proelectro444's solution](#)

**316.**

1981B

[Turtle and an Infinite Sequence · Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[Proelectro444's solution](#)

**317.**

1973B

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

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Proelectro444's solution](#)

**318.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-05-14 · PyPy 3-64 (first AC) · Tags: binary search, data structures, schedules, two pointers

[Proelectro444's solution](#)

**319.**

1328B

[K-th Beautiful String · Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Proelectro444's solution](#)

**320.**

1698C

[3SUM Closure · Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[Proelectro444's solution](#)

**321.**

1937B

[Binary Path · Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · Python 3 (first AC) · Tags: dp, greedy, implementation

[Proelectro444's solution](#)

**322.**

1926D

[Vlad and Division · Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[Proelectro444's solution](#)

**323.**

1931D

[Divisible Pairs · Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Proelectro444's solution](#)

**324.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Proelectro444's solution](#)

**325.**

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Proelectro444's solution](#)

**326.**

1668C

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

Rating: 1300 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[Proelectro444's solution](#)

**327.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Proelectro444's solution](#)

**328.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Proelectro444's solution](#)

**329.**

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[Proelectro444's solution](#)

**330.**

1869C

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

Rating: 1300 · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**331.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Proelectro444's solution](#)

**332.**

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[Proelectro444's solution](#)

**333.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Proelectro444's solution](#)

**334.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math,

number theory

[Proelectro444's solution](#)

**335.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Proelectro444's solution](#)

**336.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Proelectro444's solution](#)

**337.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**338.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, math

[Proelectro444's solution](#)

**339.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Proelectro444's solution](#)

**340.**

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**341.**

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[Proelectro444's solution](#)

**342.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive

[Proelectro444's solution](#)

**343.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Proelectro444's solution](#)

**344.**

1840D

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

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Proelectro444's solution](#)

**345.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2026-03-19 · PyPy 3-64 (first AC) · Tags: implementation, math

[Proelectro444's solution](#)

**346.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,221 global accepts · Rating: 1400 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, strings

[Proelectro444's solution](#)

**347.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[Proelectro444's solution](#)

**348.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**349.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Proelectro444's solution](#)

**350.**

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Proelectro444's solution](#)

**351.**

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Proelectro444's solution](#)

**352.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Proelectro444's solution](#)

**353.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Proelectro444's solution](#)

**354.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Proelectro444's solution](#)

**355.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy  
[Proelectro444's solution](#)

**356.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
[Proelectro444's solution](#)

**357.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[Proelectro444's solution](#)

**358.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math  
[Proelectro444's solution](#)

**359.**

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy  
[Proelectro444's solution](#)

**360.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[Proelectro444's solution](#)

**361.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[Proelectro444's solution](#)

**362.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math  
[Proelectro444's solution](#)

**363.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy  
[Proelectro444's solution](#)

**364.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: data structures  
[Proelectro444's solution](#)

**365.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Proelectro444's solution](#)

**366.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Proelectro444's solution](#)

**367.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**368.**

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, games, greedy

[Proelectro444's solution](#)

**369.**

1847C

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

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

[Proelectro444's solution](#)

**370.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[Proelectro444's solution](#)

**371.**

1831C

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

Rating: 1400 · first AC: 2023-05-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Proelectro444's solution](#)

**372.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**373.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Proelectro444's solution](#)

**374.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-11 · Python 3 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**375.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[Proelectro444's solution](#)

**376.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[Proelectro444's solution](#)

**377.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · last AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Proelectro444's solution](#)

**378.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, math

[Proelectro444's solution](#)

**379.**

1996D

[Fun](#) · [Tutorial](#)

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

[Proelectro444's solution](#)

**380.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Proelectro444's solution](#)

**381.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Proelectro444's solution](#)

**382.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · last AC: 2024-02-20 · OCaml (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Proelectro444's solution](#)

**383.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Proelectro444's solution](#)

**384.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Proelectro444's solution](#)

**385.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2024-01-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[Proelectro444's solution](#)

**386.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Proelectro444's solution](#)

**387.**

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Proelectro444's solution](#)

**388.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2023-10-23 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Proelectro444's solution](#)

**389.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[Proelectro444's solution](#)

**390.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

**391.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Proelectro444's solution](#)

**392.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Proelectro444's solution](#)

**393.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Proelectro444's solution](#)

**394.**

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-07-18 · last AC: 2023-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Proelectro444's solution](#)

**395.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Proelectro444's solution](#)

**396.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2023-07-09 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Proelectro444's solution](#)

**397.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[Proelectro444's solution](#)

**398.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Proelectro444's solution](#)

**399.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[Proelectro444's solution](#)

**400.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory

[Proelectro444's solution](#)

**401.**

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities

[Proelectro444's solution](#)

**402.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**403.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Proelectro444's solution](#)

**404.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Proelectro444's solution](#)

**405.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Proelectro444's solution](#)

**406.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory  
[Proelectro444's solution](#)

**407.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math  
[Proelectro444's solution](#)

**408.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Proelectro444's solution](#)

**409.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[Proelectro444's solution](#)

**410.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive  
[Proelectro444's solution](#)

**411.**

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[Proelectro444's solution](#)

**412.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: —  
[Proelectro444's solution](#)

**413.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2024-02-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive  
[Proelectro444's solution](#)

**414.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-21 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory  
[Proelectro444's solution](#)

**415.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[Proelectro444's solution](#)

**416.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-14 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory  
[Proelectro444's solution](#)

**417.**

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2024-01-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[Proelectro444's solution](#)

**418.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-01-04 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Proelectro444's solution](#)

**419.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Proelectro444's solution](#)

**420.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[Proelectro444's solution](#)

**421.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Proelectro444's solution](#)

**422.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: implementation, strings

[Proelectro444's solution](#)

**423.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[Proelectro444's solution](#)

**424.**

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Proelectro444's solution](#)

**425.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Proelectro444's solution](#)

**426.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math

[Proelectro444's solution](#)

**427.**

1856C

[To Become Max](#) · [Tutorial](#)

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

[Proelectro444's solution](#)

**428.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Proelectro444's solution](#)

**429.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Proelectro444's solution](#)

**430.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-19 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Proelectro444's solution](#)

**431.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[Proelectro444's solution](#)

**432.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · last AC: 2023-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[Proelectro444's solution](#)

**433.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Proelectro444's solution](#)

**434.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Proelectro444's solution](#)

**435.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Proelectro444's solution](#)

**436.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Proelectro444's solution](#)

**437.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[Proelectro444's solution](#)

**438.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Proelectro444's solution](#)

**439.**

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Proelectro444's solution](#)

**440.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[Proelectro444's solution](#)

**441.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Proelectro444's solution](#)

**442.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math

[Proelectro444's solution](#)

**443.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[Proelectro444's solution](#)

**444.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Proelectro444's solution](#)

**445.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Proelectro444's solution](#)

**446.**

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Proelectro444's solution](#)

**447.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Proelectro444's solution](#)

**448.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Proelectro444's solution](#)

**449.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Proelectro444's solution](#)

**450.**

1903D1

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

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Proelectro444's solution](#)

**451.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Proelectro444's solution](#)

**452.**

1869D1

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

Rating: 1700 · first AC: 2023-10-06 · last AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Proelectro444's solution](#)

**453.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Proelectro444's solution](#)

**454.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Proelectro444's solution](#)

**455.**

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Proelectro444's solution](#)

**456.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Proelectro444's solution](#)

**457.**

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Proelectro444's solution](#)

**458.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Proelectro444's solution](#)

**459.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · last AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: binary search, math

[Proelectro444's solution](#)

**460.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Proelectro444's solution](#)

**461.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, games

[Proelectro444's solution](#)

**462.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Proelectro444's solution](#)

**463.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Proelectro444's solution](#)

**464.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures

[Proelectro444's solution](#)

**465.**

1966D

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

Rating: 1800 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Proelectro444's solution](#)

**466.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

[Proelectro444's solution](#)

**467.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math, schedules

[Proelectro444's solution](#)

**468.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2024-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Proelectro444's solution](#)

**469.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Proelectro444's solution](#)

**470.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Proelectro444's solution](#)

**471.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-18 · last AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, strings

[Proelectro444's solution](#)

**472.**

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Proelectro444's solution](#)

**473.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[Proelectro444's solution](#)

**474.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Proelectro444's solution](#)

**475.**

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Proelectro444's solution](#)

**476.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Proelectro444's solution](#)

**477.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Proelectro444's solution](#)

**478.**

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Proelectro444's solution](#)

**479.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Proelectro444's solution](#)

**480.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Proelectro444's solution](#)

**481.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Proelectro444's solution](#)

**482.**

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math

[Proelectro444's solution](#)

**483.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Proelectro444's solution](#)

**484.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Proelectro444's solution](#)

**485.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[Proelectro444's solution](#)

**486.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2025-03-13 · PyPy 3-64 (first AC) · Tags: brute force, dp

[Proelectro444's solution](#)

**487.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Proelectro444's solution](#)

**488.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Proelectro444's solution](#)

**489.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · last AC: 2024-10-23 · OCaml (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Proelectro444's solution](#)

**490.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Proelectro444's solution](#)

**491.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Proelectro444's solution](#)

**492.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Proelectro444's solution](#)

**493.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Proelectro444's solution](#)

**494.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Proelectro444's solution](#)

**495.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Proelectro444's solution](#)

**496.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Proelectro444's solution](#)

**497.**

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Proelectro444's solution](#)

**498.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math

[Proelectro444's solution](#)

**499.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Proelectro444's solution](#)

**500.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Proelectro444's solution](#)

**501.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Proelectro444's solution](#)

**502.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: —

[Proelectro444's solution](#)

**503.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2024-02-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math

[Proelectro444's solution](#)

**504.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Proelectro444's solution](#)

**505.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[Proelectro444's solution](#)

**506.**

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Proelectro444's solution](#)

**507.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Proelectro444's solution](#)

**508.**

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-31 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Proelectro444's solution](#)

### 509.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-01-21 · last AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Proelectro444's solution](#)

### 510.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · last AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Proelectro444's solution](#)

### 511.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Proelectro444's solution](#)

### 512.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Proelectro444's solution](#)

### 513.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-31 · last AC: 2023-10-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Proelectro444's solution](#)

### 514.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Proelectro444's solution](#)

### 515.

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

[Proelectro444's solution](#)

### 516.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2023-07-09 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Proelectro444's solution](#)

### 517.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Proelectro444's solution](#)

### 518.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Proelectro444's solution](#)

**519.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Proelectro444's solution](#)

**520.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Proelectro444's solution](#)

**521.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Proelectro444's solution](#)

**522.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Proelectro444's solution](#)

**523.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, trees

[Proelectro444's solution](#)

**524.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Proelectro444's solution](#)

**525.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Proelectro444's solution](#)

**526.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Proelectro444's solution](#)

**527.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Proelectro444's solution](#)

**528.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[Proelectro444's solution](#)

**529.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: greedy, interactive, math

[Proelectro444's solution](#)

**530.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Proelectro444's solution](#)

**531.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-06-01 · PyPy 3-64 (first AC) · Tags: data structures, dp

[Proelectro444's solution](#)

**532.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Proelectro444's solution](#)

**533.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, graphs

[Proelectro444's solution](#)

**534.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Proelectro444's solution](#)

**535.**

1934D1

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

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Proelectro444's solution](#)

**536.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · last AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Proelectro444's solution](#)

**537.**

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[Proelectro444's solution](#)

**538.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics

[Proelectro444's solution](#)

**539.**

1866G

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

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

flows, greedy

[Proelectro444's solution](#)

**540.**

1838D

[Bracket Walk](#) · [Tutorial](#)

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

[Proelectro444's solution](#)

**541.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Proelectro444's solution](#)

**542.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Proelectro444's solution](#)

**543.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · last AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Proelectro444's solution](#)

**544.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: greedy, sortings, trees

[Proelectro444's solution](#)

**545.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Proelectro444's solution](#)

**546.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Proelectro444's solution](#)

**547.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: combinatorics, trees

[Proelectro444's solution](#)

**548.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Proelectro444's solution](#)

**549.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

brute force, data structures, divide and conquer, implementation

[Proelectro444's solution](#)

**550.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities

[Proelectro444's solution](#)

**551.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Proelectro444's solution](#)

**552.**

1980G

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

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Proelectro444's solution](#)

**553.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Proelectro444's solution](#)

**554.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-17 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Proelectro444's solution](#)

**555.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Proelectro444's solution](#)

**556.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings

[Proelectro444's solution](#)

**557.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Proelectro444's solution](#)

**558.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Proelectro444's solution](#)

**559.**

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-21 · last AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[Proelectro444's solution](#)

**560.**

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · last AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Proelectro444's solution](#)

**561.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, two pointers

[Proelectro444's solution](#)

**562.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Proelectro444's solution](#)

**563.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Proelectro444's solution](#)

**564.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Proelectro444's solution](#)

**565.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Proelectro444's solution](#)

**566.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[Proelectro444's solution](#)

**567.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, schedules

[Proelectro444's solution](#)

**568.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force

[Proelectro444's solution](#)

**569.**

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Proelectro444's solution](#)

**570.**

1952B

[Is it stated?](#) · Tutorial

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Proelectro444's solution](#)

**571.**

104936C

[Delete One Digit](#) · Tutorial

Rating: — · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: —

[Proelectro444's solution](#)

**572.**

104936A

[MITIT](#) · Tutorial

Rating: — · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: —

[Proelectro444's solution](#)

**573.**

1911H

[Two Merged Sequences](#) · Tutorial

Rating: — · first AC: 2023-12-10 · last AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[Proelectro444's solution](#)

**574.**

1911G

[Median String](#) · Tutorial

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: \*special, strings

[Proelectro444's solution](#)

**575.**

1911F

[Boxers](#) · Tutorial

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[Proelectro444's solution](#)

**576.**

1911D

[Two Shuffled Sequences](#) · Tutorial

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: \*special

[Proelectro444's solution](#)

**577.**

1911E

[Powers Of Two](#) · Tutorial

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: \*special, bitmasks, greedy

[Proelectro444's solution](#)

**578.**

1911C

[Teams Forming](#) · Tutorial

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: \*special, sortings

[Proelectro444's solution](#)

**579.**

1911B

[Repeating Cipher](#) · Tutorial

Rating: — · first AC: 2023-12-04 · last AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Proelectro444's solution](#)

**580.**

1911A

[Spy Detected!](#) · Tutorial

Rating: — · first AC: 2023-12-04 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[Proelectro444's solution](#)

**581.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[Proelectro444's solution](#)