

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

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# Unique solved — PuRpLe FoReVeR

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

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

Filters: none

Count: 719

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[PuRpLe FoReVeR's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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3.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[PuRpLe FoReVeR's solution](#)

4.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[PuRpLe FoReVeR's solution](#)

5.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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6.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[PuRpLe FoReVeR's solution](#)

7.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[PuRpLe FoReVeR's solution](#)

8.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[PuRpLe FoReVeR's solution](#)

9.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[PuRpLe FoReVeR's solution](#)

## 10.

1654A

### [Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[PuRpLe\\_FoReVeR's solution](#)

## 11.

1644B

### [Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

## 12.

1644A

### [Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

## 13.

1637A

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

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[PuRpLe\\_FoReVeR's solution](#)

## 14.

1627A

### [Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

## 15.

1621A

### [Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

## 16.

1544B

### [Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

## 17.

1544A

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

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

## 18.

1515A

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

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

## 19.

1497A

### [Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**20.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[PuRple\\_FoReVeR's solution](#)

**21.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[PuRple\\_FoReVeR's solution](#)

**22.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math  
[PuRple\\_FoReVeR's solution](#)

**23.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[PuRple\\_FoReVeR's solution](#)

**24.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C# 8 (first AC) · Tags: math  
[PuRple\\_FoReVeR's solution](#)

**25.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[PuRple\\_FoReVeR's solution](#)

**26.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[PuRple\\_FoReVeR's solution](#)

**27.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[PuRple\\_FoReVeR's solution](#)

**28.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[PuRple\\_FoReVeR's solution](#)

**29.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[PuRple\\_FoReVeR's solution](#)

**30.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[PuRple\\_FoReVeR's solution](#)

**31.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[PuRple\\_FoReVeR's solution](#)

**32.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[PuRple\\_FoReVeR's solution](#)

**33.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

**34.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[PuRple\\_FoReVeR's solution](#)

**35.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

**36.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[PuRple\\_FoReVeR's solution](#)

**37.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[PuRple\\_FoReVeR's solution](#)

**38.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

**39.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**40.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2018-11-04 · last AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, strings

[PuRple\\_FoReVeR's solution](#)

**41.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · last AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

42.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[PuRpLe\\_FoReVeR's solution](#)

43.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

44.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

45.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · MS C++ (first AC) · Tags: brute force, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

46.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · MS C++ (first AC) · Tags: greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

47.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · MS C++ (first AC) · Tags: brute force, constructive algorithms, math

[PuRpLe\\_FoReVeR's solution](#)

48.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · MS C++ (first AC) · Tags: implementation, math

[PuRpLe\\_FoReVeR's solution](#)

49.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-02 · MS C++ (first AC) · Tags: implementation, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

50.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

51.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,977 global accepts · Rating: 800 · first AC: 2017-03-15 · MS C++ (first AC) · Tags: implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

52.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · MS C++ (first AC) · Tags: \*special, implementation

[PuRpLe\\_FoReVeR's solution](#)

**53.**

782A

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

Rating: 800 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**54.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: \*special, implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**55.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: implementation, math

[PuRple\\_FoReVeR's solution](#)

**56.**

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · MS C++ (first AC) · Tags: brute force, graphs, math, number theory

[PuRple\\_FoReVeR's solution](#)

**57.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, brute force, implementation, math

[PuRple\\_FoReVeR's solution](#)

**58.**

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · MS C++ (first AC) · Tags: implementation, math

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**59.**

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · MS C++ (first AC) · Tags: implementation, strings

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**60.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-15 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math

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**61.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,577 global accepts · Rating: 800 · first AC: 2016-11-15 · MS C++ (first AC) · Tags: implementation, strings

[PuRple\\_FoReVeR's solution](#)

**62.**

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-11-03 · MS C++ (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**63.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-17 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

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64.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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65.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[PuRple\\_FoReVeR's solution](#)

66.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[PuRple\\_FoReVeR's solution](#)

67.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

68.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

69.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

70.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

71.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[PuRple\\_FoReVeR's solution](#)

72.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[PuRple\\_FoReVeR's solution](#)

73.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[PuRple\\_FoReVeR's solution](#)

74.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · MS C++ (first AC) · Tags: implementation, math

[PuRple\\_FoReVeR's solution](#)

**75.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-17 · MS C++ (first AC) · Tags: greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**76.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-26 · MS C++ (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**77.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-28 · MS C++ (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**78.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · MS C++ (first AC) · Tags: brute force, implementation

[PuRple\\_FoReVeR's solution](#)

**79.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**80.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: implementation, math

[PuRple\\_FoReVeR's solution](#)

**81.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · MS C++ (first AC) · Tags: implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**82.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · MS C++ (first AC) · Tags: implementation, math

[PuRple\\_FoReVeR's solution](#)

**83.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: constructive algorithms, greedy, strings

[PuRple\\_FoReVeR's solution](#)

**84.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,710 global accepts · Rating: 900 · first AC: 2017-03-20 · MS C++ (first AC) · Tags: brute force, dp, implementation

[PuRple\\_FoReVeR's solution](#)

**85.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · MS C++ (first AC) · Tags: brute force, implementation, strings

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- 86.**  
746B  
[Decoding](#) · [Tutorial](#)  
Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · MS C++ (first AC) · Tags: implementation, strings  
[PuRple\\_FoReVeR's solution](#)
- 87.**  
1781B  
[Going to the Cinema](#) · [Tutorial](#)  
Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[PuRple\\_FoReVeR's solution](#)
- 88.**  
1769B1  
[A > 7068D > C\\$0C08CR DC 9C' > C" •](#)  
Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math  
[PuRple\\_FoReVeR's solution](#)
- 89.**  
1704B  
[Luke is a Foodie](#) · [Tutorial](#)  
Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
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- 90.**  
1515B  
[Phoenix and Puzzle](#) · [Tutorial](#)  
Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory  
[PuRple\\_FoReVeR's solution](#)
- 91.**  
1450B  
[Balls of Steel](#) · [Tutorial](#)  
Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy  
[PuRple\\_FoReVeR's solution](#)
- 92.**  
1266B  
[Dice Tower](#) · [Tutorial](#)  
Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[PuRple\\_FoReVeR's solution](#)
- 93.**  
1266A  
[Competitive Programmer](#) · [Tutorial](#)  
Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[PuRple\\_FoReVeR's solution](#)
- 94.**  
1253A  
[Single Push](#) · [Tutorial](#)  
Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[PuRple\\_FoReVeR's solution](#)
- 95.**  
1237A  
[Balanced Rating Changes](#) · [Tutorial](#)  
Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[PuRple\\_FoReVeR's solution](#)
- 96.**  
1181A  
[Chunga-Changa](#) · [Tutorial](#)  
Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**97.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**98.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**99.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[PuRpLe\\_FoReVeR's solution](#)

**100.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

**101.**

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[PuRpLe\\_FoReVeR's solution](#)

**102.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

**103.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · MS C++ (first AC) · Tags: brute force, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**104.**

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · MS C++ (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**105.**

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · MS C++ (first AC) · Tags: brute force

[PuRpLe\\_FoReVeR's solution](#)

**106.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-28 · MS C++ (first AC) · Tags: implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**107.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · MS C++ (first AC) · Tags: brute force, geometry, math

[PuRpLe\\_FoReVeR's solution](#)

**108.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · MS C++ (first AC) · Tags: greedy, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**109.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · MS C++ (first AC) · Tags: brute force, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**110.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-17 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

**111.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**112.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**113.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**114.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · MS C++ (first AC) · Tags: brute force, constructive algorithms, strings

[PuRpLe\\_FoReVeR's solution](#)

**115.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-07 · MS C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[PuRpLe\\_FoReVeR's solution](#)

**116.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-07 · MS C++ (first AC) · Tags: constructive algorithms, strings

[PuRpLe\\_FoReVeR's solution](#)

**117.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**118.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**119.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · MS C++ (first AC) · Tags: dp, greedy

[PuRpLe\\_FoReVeR's solution](#)

**120.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[PuRpLe\\_FoReVeR's solution](#)

**121.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**122.**

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**123.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**124.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[PuRpLe\\_FoReVeR's solution](#)

**125.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**126.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**127.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**128.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**129.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · last AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[PuRple\\_FoReVeR's solution](#)

**130.**

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[PuRple\\_FoReVeR's solution](#)

**131.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PuRple\\_FoReVeR's solution](#)

**132.**

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · MS C++ (first AC) · Tags: math, number theory

[PuRple\\_FoReVeR's solution](#)

**133.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · MS C++ (first AC) · Tags: geometry

[PuRple\\_FoReVeR's solution](#)

**134.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**135.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · MS C++ (first AC) · Tags: games, math

[PuRple\\_FoReVeR's solution](#)

**136.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: brute force

[PuRple\\_FoReVeR's solution](#)

**137.**

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: implementation, math

[PuRple\\_FoReVeR's solution](#)

**138.**

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-15 · MS C++ (first AC) · Tags: greedy, sortings

[PuRple\\_FoReVeR's solution](#)

**139.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · MS C++ (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[PuRpLe\\_FoReVeR's solution](#)

**140.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · MS C++ (first AC) · Tags: greedy, number theory, sortings

[PuRpLe\\_FoReVeR's solution](#)

**141.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-11-03 · MS C++ (first AC) · Tags: implementation, math, sortings, strings

[PuRpLe\\_FoReVeR's solution](#)

**142.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · MS C++ (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

**143.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[PuRpLe\\_FoReVeR's solution](#)

**144.**

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**145.**

1769C1

[A Good CD\\$C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[PuRpLe\\_FoReVeR's solution](#)

**146.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[PuRpLe\\_FoReVeR's solution](#)

**147.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[PuRpLe\\_FoReVeR's solution](#)

**148.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**149.**

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[PuRpLe\\_FoReVeR's solution](#)

**150.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[PuRpLe\\_FoReVeR's solution](#)

**151.**

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[PuRpLe\\_FoReVeR's solution](#)

**152.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[PuRpLe\\_FoReVeR's solution](#)

**153.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[PuRpLe\\_FoReVeR's solution](#)

**154.**

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[PuRpLe\\_FoReVeR's solution](#)

**155.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[PuRpLe\\_FoReVeR's solution](#)

**156.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[PuRpLe\\_FoReVeR's solution](#)

**157.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[PuRpLe\\_FoReVeR's solution](#)

**158.**

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[PuRpLe\\_FoReVeR's solution](#)

**159.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[PuRpLe\\_FoReVeR's solution](#)

**160.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math  
[PuRpLe\\_FoReVeR's solution](#)

**161.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**162.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · last AC: 2018-11-04 · MS C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**163.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PuRpLe\\_FoReVeR's solution](#)

**164.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**165.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**166.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[PuRpLe\\_FoReVeR's solution](#)

**167.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

**168.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · MS C++ (first AC) · Tags: implementation, trees

[PuRpLe\\_FoReVeR's solution](#)

**169.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

**170.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · MS C++ (first AC) · Tags: greedy, implementation, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**171.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · MS C++ (first AC) · Tags: data structures, implementation

[PuRpLe\\_FoReVeR's solution](#)

**172.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · MS C++ (first AC) · Tags: constructive algorithms, math

[PuRpLe\\_FoReVeR's solution](#)

**173.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**174.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**175.**

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: \*special, constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**176.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · MS C++ (first AC) · Tags: brute force, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**177.**

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: \*special, greedy, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**178.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · MS C++ (first AC) · Tags: constructive algorithms, number theory

[PuRpLe\\_FoReVeR's solution](#)

**179.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

**180.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**181.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**182.**

1769C2

[A<CD:CD\\$>C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[PuRpLe\\_FoReVeR's solution](#)

**183.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**184.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[PuRpLe\\_FoReVeR's solution](#)

**185.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**186.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[PuRpLe\\_FoReVeR's solution](#)

**187.**

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**188.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**189.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**190.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**191.**

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**192.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[PuRpLe\\_FoReVeR's solution](#)

**193.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy

[PuRpLe\\_FoReVeR's solution](#)

**194.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[PuRpLe\\_FoReVeR's solution](#)

**195.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**196.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · MS C++ (first AC) · Tags: constructive algorithms, math

[PuRpLe\\_FoReVeR's solution](#)

**197.**

890C

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

Rating: 1300 · first AC: 2017-11-12 · MS C++ (first AC) · Tags: greedy, implementation, trees

[PuRpLe\\_FoReVeR's solution](#)

**198.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · MS C++ (first AC) · Tags: combinatorics, math

[PuRpLe\\_FoReVeR's solution](#)

**199.**

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · MS C++ (first AC) · Tags: greedy

[PuRpLe\\_FoReVeR's solution](#)

**200.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**201.**

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · MS C++ (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**202.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**203.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

**204.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**205.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · MS C++ (first AC) · Tags: greedy, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**206.**

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · MS C++ (first AC) · Tags: \*special, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**207.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[PuRpLe\\_FoReVeR's solution](#)

**208.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: geometry, implementation

[PuRpLe\\_FoReVeR's solution](#)

**209.**

1769B2

[Aesop's Fable](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math

[PuRpLe\\_FoReVeR's solution](#)

**210.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[PuRpLe\\_FoReVeR's solution](#)

**211.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[PuRpLe\\_FoReVeR's solution](#)

**212.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**213.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[PuRpLe\\_FoReVeR's solution](#)

**214.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[PuRple\\_FoReVeR's solution](#)

**215.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**216.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**217.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[PuRple\\_FoReVeR's solution](#)

**218.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[PuRple\\_FoReVeR's solution](#)

**219.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[PuRple\\_FoReVeR's solution](#)

**220.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PuRple\\_FoReVeR's solution](#)

**221.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[PuRple\\_FoReVeR's solution](#)

**222.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PuRple\\_FoReVeR's solution](#)

**223.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**224.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[PuRple\\_FoReVeR's solution](#)

**225.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[PuRple\\_FoReVeR's solution](#)

**226.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[PuRple\\_FoReVeR's solution](#)

**227.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[PuRple\\_FoReVeR's solution](#)

**228.**

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[PuRple\\_FoReVeR's solution](#)

**229.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[PuRple\\_FoReVeR's solution](#)

**230.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[PuRple\\_FoReVeR's solution](#)

**231.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[PuRple\\_FoReVeR's solution](#)

**232.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp  
[PuRple\\_FoReVeR's solution](#)

**233.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-14 · MS C++ (first AC) · Tags: brute force, games  
[PuRple\\_FoReVeR's solution](#)

**234.**

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2017-09-04 · MS C++ (first AC) · Tags: geometry, math  
[PuRple\\_FoReVeR's solution](#)

**235.**

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · MS C++ (first AC) · Tags: dfs and similar, math  
[PuRple\\_FoReVeR's solution](#)

**236.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,402 global accepts · Rating: 1400 · first AC: 2017-06-17 · MS C++ (first AC) · Tags: binary search, data structures, implementation

[PuRple\\_FoReVeR's solution](#)

**237.**

805D

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

Rating: 1400 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: combinatorics

[PuRple\\_FoReVeR's solution](#)

**238.**

714C

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

Rating: 1400 · first AC: 2017-03-13 · MS C++ (first AC) · Tags: data structures, implementation

[PuRple\\_FoReVeR's solution](#)

**239.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · MS C++ (first AC) · Tags: \*special, implementation

[PuRple\\_FoReVeR's solution](#)

**240.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**241.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · MS C++ (first AC) · Tags: math, number theory

[PuRple\\_FoReVeR's solution](#)

**242.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[PuRple\\_FoReVeR's solution](#)

**243.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[PuRple\\_FoReVeR's solution](#)

**244.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**245.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**246.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[PuRple\\_FoReVeR's solution](#)

## 247.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[PuRple\\_FoReVeR's solution](#)

## 248.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[PuRple\\_FoReVeR's solution](#)

## 249.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[PuRple\\_FoReVeR's solution](#)

## 250.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PuRple\\_FoReVeR's solution](#)

## 251.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[PuRple\\_FoReVeR's solution](#)

## 252.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[PuRple\\_FoReVeR's solution](#)

## 253.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PuRple\\_FoReVeR's solution](#)

## 254.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[PuRple\\_FoReVeR's solution](#)

## 255.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRple\\_FoReVeR's solution](#)

## 256.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[PuRple\\_FoReVeR's solution](#)

**257.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**258.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: greedy, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**259.**

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**260.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[PuRpLe\\_FoReVeR's solution](#)

**261.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**262.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[PuRpLe\\_FoReVeR's solution](#)

**263.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**264.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**265.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[PuRpLe\\_FoReVeR's solution](#)

**266.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

**267.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**268.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**269.**

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, geometry, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**270.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · MS C++ (first AC) · Tags: greedy

[PuRpLe\\_FoReVeR's solution](#)

**271.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-28 · MS C++ (first AC) · Tags: implementation

[PuRpLe\\_FoReVeR's solution](#)

**272.**

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · MS C++ (first AC) · Tags: brute force, implementation

[PuRpLe\\_FoReVeR's solution](#)

**273.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · MS C++ (first AC) · Tags: dp, games

[PuRpLe\\_FoReVeR's solution](#)

**274.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · MS C++ (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**275.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · last AC: 2017-06-08 · MS C++ (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[PuRpLe\\_FoReVeR's solution](#)

**276.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-06-01 · MS C++ (first AC) · Tags: binary search, sortings

[PuRpLe\\_FoReVeR's solution](#)

**277.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: implementation, math, sortings

[PuRple\\_FoReVeR's solution](#)

**278.**

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · FPC (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**279.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2017-03-20 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[PuRple\\_FoReVeR's solution](#)

**280.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,934 global accepts · Rating: 1500 · first AC: 2017-03-20 · MS C++ (first AC) · Tags: binary search, sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**281.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[PuRple\\_FoReVeR's solution](#)

**282.**

771A

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

Quality: 17,733 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[PuRple\\_FoReVeR's solution](#)

**283.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: binary search, greedy

[PuRple\\_FoReVeR's solution](#)

**284.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math

[PuRple\\_FoReVeR's solution](#)

**285.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[PuRple\\_FoReVeR's solution](#)

**286.**

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[PuRple\\_FoReVeR's solution](#)

**287.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

[PuRple\\_FoReVeR's solution](#)

**288.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[PuRple\\_FoReVeR's solution](#)

**289.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[PuRple\\_FoReVeR's solution](#)

**290.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[PuRple\\_FoReVeR's solution](#)

**291.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[PuRple\\_FoReVeR's solution](#)

**292.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[PuRple\\_FoReVeR's solution](#)

**293.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[PuRple\\_FoReVeR's solution](#)

**294.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[PuRple\\_FoReVeR's solution](#)

**295.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[PuRple\\_FoReVeR's solution](#)

**296.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[PuRple\\_FoReVeR's solution](#)

**297.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees  
[PuRple\\_FoReVeR's solution](#)

**298.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings  
[PuRpLe\\_FoReVeR's solution](#)

**299.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[PuRpLe\\_FoReVeR's solution](#)

**300.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[PuRpLe\\_FoReVeR's solution](#)

**301.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[PuRpLe\\_FoReVeR's solution](#)

**302.**

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2019-01-11 · MS C++ (first AC) · Tags: binary search, dp, greedy, two pointers  
[PuRpLe\\_FoReVeR's solution](#)

**303.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[PuRpLe\\_FoReVeR's solution](#)

**304.**

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees  
[PuRpLe\\_FoReVeR's solution](#)

**305.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory  
[PuRpLe\\_FoReVeR's solution](#)

**306.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games  
[PuRpLe\\_FoReVeR's solution](#)

**307.**

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[PuRpLe\\_FoReVeR's solution](#)

**308.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory  
[PuRpLe\\_FoReVeR's solution](#)

**309.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[PuRpLe\\_FoReVeR's solution](#)

**310.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[PuRpLe\\_FoReVeR's solution](#)

**311.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[PuRpLe\\_FoReVeR's solution](#)

**312.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[PuRpLe\\_FoReVeR's solution](#)

**313.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-28 · MS C++ (first AC) · Tags: greedy

[PuRpLe\\_FoReVeR's solution](#)

**314.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[PuRpLe\\_FoReVeR's solution](#)

**315.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**316.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[PuRpLe\\_FoReVeR's solution](#)

**317.**

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-05 · MS C++ (first AC) · Tags: \*special, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**318.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: data structures, dp, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**319.**

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**320.**

782B

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

Quality: 1600 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: binary search, ternary search

[PuRple\\_FoReVeR's solution](#)

**321.**

777C

[Alyona and Spreadsheet](#) · Tutorial

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · MS C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[PuRple\\_FoReVeR's solution](#)

**322.**

750C

[New Year and Rating](#) · Tutorial

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, greedy, math

[PuRple\\_FoReVeR's solution](#)

**323.**

746C

[Tram](#) · Tutorial

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[PuRple\\_FoReVeR's solution](#)

**324.**

735C

[Tennis Championship](#) · Tutorial

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · MS C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[PuRple\\_FoReVeR's solution](#)

**325.**

725C

[Hidden Word](#) · Tutorial

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[PuRple\\_FoReVeR's solution](#)

**326.**

1672D

[Cyclic Rotation](#) · Tutorial

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[PuRple\\_FoReVeR's solution](#)

**327.**

1644D

[Cross Coloring](#) · Tutorial

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[PuRple\\_FoReVeR's solution](#)

**328.**

1626C

[Monsters And Spells](#) · Tutorial

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-19 · Mono C# (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[PuRple\\_FoReVeR's solution](#)

**329.**

1621C

[Hidden Permutations](#) · Tutorial

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[PuRple\\_FoReVeR's solution](#)

**330.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**331.**

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**332.**

1310A

[Recommendations · Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**333.**

1292B

[Aroma's Search · Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**334.**

1268A

[Long Beautiful Integer · Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**335.**

1261A

[Messy · Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**336.**

1254A

[Feeding Chicken · Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**337.**

1253D

[Harmonious Graph · Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**338.**

1239A

[Ivan the Fool and the Probability Theory · Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[PuRpLe\\_FoReVeR's solution](#)

**339.**

1237C1

[Balanced Removals \(Easier\) · Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[PuRpLe\\_FoReVeR's solution](#)

**340.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[PuRple\\_FoReVeR's solution](#)

**341.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[PuRple\\_FoReVeR's solution](#)

**342.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[PuRple\\_FoReVeR's solution](#)

**343.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[PuRple\\_FoReVeR's solution](#)

**344.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[PuRple\\_FoReVeR's solution](#)

**345.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[PuRple\\_FoReVeR's solution](#)

**346.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-10 · last AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[PuRple\\_FoReVeR's solution](#)

**347.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[PuRple\\_FoReVeR's solution](#)

**348.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[PuRple\\_FoReVeR's solution](#)

**349.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[PuRple\\_FoReVeR's solution](#)

**350.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[PuRple\\_FoReVeR's solution](#)

**351.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**352.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[PuRple\\_FoReVeR's solution](#)

**353.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[PuRple\\_FoReVeR's solution](#)

**354.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PuRple\\_FoReVeR's solution](#)

**355.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · MS C++ (first AC) · Tags: math, number theory

[PuRple\\_FoReVeR's solution](#)

**356.**

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · MS C++ (first AC) · Tags: brute force, geometry, math

[PuRple\\_FoReVeR's solution](#)

**357.**

828C

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

Rating: 1700 · first AC: 2017-08-08 · MS C++ (first AC) · Tags: data structures, sortings, strings

[PuRple\\_FoReVeR's solution](#)

**358.**

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**359.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · MS C++ (first AC) · Tags: dp, greedy, number theory

[PuRple\\_FoReVeR's solution](#)

**360.**

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: brute force, implementation, math

[PuRple\\_FoReVeR's solution](#)

**361.**

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[PuRple\\_FoReVeR's solution](#)

**362.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PuRple\\_FoReVeR's solution](#)

**363.**

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[PuRple\\_FoReVeR's solution](#)

**364.**

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp

[PuRple\\_FoReVeR's solution](#)

**365.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[PuRple\\_FoReVeR's solution](#)

**366.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[PuRple\\_FoReVeR's solution](#)

**367.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[PuRple\\_FoReVeR's solution](#)

**368.**

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[PuRple\\_FoReVeR's solution](#)

**369.**

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[PuRple\\_FoReVeR's solution](#)

**370.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[PuRple\\_FoReVeR's solution](#)

**371.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**372.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[PuRpLe\\_FoReVeR's solution](#)

**373.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[PuRpLe\\_FoReVeR's solution](#)

**374.**

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[PuRpLe\\_FoReVeR's solution](#)

**375.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**376.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[PuRpLe\\_FoReVeR's solution](#)

**377.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**378.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**379.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**380.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[PuRpLe\\_FoReVeR's solution](#)

**381.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**382.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[PuRple\\_FoReVeR's solution](#)

**383.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PuRple\\_FoReVeR's solution](#)

**384.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**385.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[PuRple\\_FoReVeR's solution](#)

**386.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[PuRple\\_FoReVeR's solution](#)

**387.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[PuRple\\_FoReVeR's solution](#)

**388.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[PuRple\\_FoReVeR's solution](#)

**389.**

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · MS C++ (first AC) · Tags: brute force, dp, implementation

[PuRple\\_FoReVeR's solution](#)

**390.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · MS C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[PuRple\\_FoReVeR's solution](#)

**391.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · MS C++ (first AC) · Tags: dp

[PuRpLe\\_FoReVeR's solution](#)

**392.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-28 · MS C++ (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**393.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: data structures, dp, greedy

[PuRpLe\\_FoReVeR's solution](#)

**394.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**395.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**396.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**397.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[PuRpLe\\_FoReVeR's solution](#)

**398.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**399.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**400.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**401.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[PuRple\\_FoReVeR's solution](#)

**402.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PuRple\\_FoReVeR's solution](#)

**403.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[PuRple\\_FoReVeR's solution](#)

**404.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[PuRple\\_FoReVeR's solution](#)

**405.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[PuRple\\_FoReVeR's solution](#)

**406.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[PuRple\\_FoReVeR's solution](#)

**407.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[PuRple\\_FoReVeR's solution](#)

**408.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[PuRple\\_FoReVeR's solution](#)

**409.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[PuRple\\_FoReVeR's solution](#)

**410.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[PuRple\\_FoReVeR's solution](#)

**411.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[PuRple\\_FoReVeR's solution](#)

**412.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[PuRple\\_FoReVeR's solution](#)

**413.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[PuRple\\_FoReVeR's solution](#)

**414.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[PuRple\\_FoReVeR's solution](#)

**415.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[PuRple\\_FoReVeR's solution](#)

**416.**

1078A

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

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths

[PuRple\\_FoReVeR's solution](#)

**417.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[PuRple\\_FoReVeR's solution](#)

**418.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[PuRple\\_FoReVeR's solution](#)

**419.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[PuRple\\_FoReVeR's solution](#)

**420.**

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[PuRple\\_FoReVeR's solution](#)

**421.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graphs, implementation

[PuRple\\_FoReVeR's solution](#)

**422.**

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2017-03-06 · MS C++ (first AC) · Tags: greedy, implementation, math

[PuRple\\_FoReVeR's solution](#)

**423.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[PuRple\\_FoReVeR's solution](#)

**424.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[PuRple\\_FoReVeR's solution](#)

**425.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[PuRple\\_FoReVeR's solution](#)

**426.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[PuRple\\_FoReVeR's solution](#)

**427.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[PuRple\\_FoReVeR's solution](#)

**428.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[PuRple\\_FoReVeR's solution](#)

**429.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[PuRple\\_FoReVeR's solution](#)

**430.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[PuRple\\_FoReVeR's solution](#)

**431.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[PuRple\\_FoReVeR's solution](#)

**432.**

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**433.**

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[PuRpLe\\_FoReVeR's solution](#)

**434.**

1131D

[Gourmet choice · Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[PuRpLe\\_FoReVeR's solution](#)

**435.**

1019B

[The hat · Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[PuRpLe\\_FoReVeR's solution](#)

**436.**

1009E

[Intercity Travelling · Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[PuRpLe\\_FoReVeR's solution](#)

**437.**

997B

[Roman Digits · Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**438.**

934D

[A Determined Cleanup · Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · last AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

**439.**

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[PuRpLe\\_FoReVeR's solution](#)

**440.**

1621D

[The Winter Hike · Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**441.**

1544E

[Minimax · Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[PuRpLe\\_FoReVeR's solution](#)

**442.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**443.**

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PuRpLe\\_FoReVeR's solution](#)

**444.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[PuRpLe\\_FoReVeR's solution](#)

**445.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[PuRpLe\\_FoReVeR's solution](#)

**446.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**447.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[PuRpLe\\_FoReVeR's solution](#)

**448.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**449.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[PuRpLe\\_FoReVeR's solution](#)

**450.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[PuRpLe\\_FoReVeR's solution](#)

**451.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**452.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory  
[PuRpLe\\_FoReVeR's solution](#)

**453.**

211C

[Cowboys](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[PuRpLe\\_FoReVeR's solution](#)

**454.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp, math

[PuRpLe\\_FoReVeR's solution](#)

**455.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: brute force, dp, geometry

[PuRpLe\\_FoReVeR's solution](#)

**456.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[PuRpLe\\_FoReVeR's solution](#)

**457.**

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · MS C++ (first AC) · Tags: dp, probabilities, trees

[PuRpLe\\_FoReVeR's solution](#)

**458.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[PuRpLe\\_FoReVeR's solution](#)

**459.**

1769D2

[A,3D000 CT2D6BCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[PuRpLe\\_FoReVeR's solution](#)

**460.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**461.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[PuRpLe\\_FoReVeR's solution](#)

**462.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[PuRpLe\\_FoReVeR's solution](#)

**463.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**464.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[PuRpLe\\_FoReVeR's solution](#)

**465.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**466.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PuRpLe\\_FoReVeR's solution](#)

**467.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**468.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[PuRpLe\\_FoReVeR's solution](#)

**469.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[PuRpLe\\_FoReVeR's solution](#)

**470.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**471.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[PuRpLe\\_FoReVeR's solution](#)

**472.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, sortings, trees, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**473.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**474.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[PuRpLe\\_FoReVeR's solution](#)

**475.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**476.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[PuRpLe\\_FoReVeR's solution](#)

**477.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[PuRpLe\\_FoReVeR's solution](#)

**478.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[PuRpLe\\_FoReVeR's solution](#)

**479.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[PuRpLe\\_FoReVeR's solution](#)

**480.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PuRpLe\\_FoReVeR's solution](#)

**481.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[PuRpLe\\_FoReVeR's solution](#)

**482.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[PuRpLe\\_FoReVeR's solution](#)

**483.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[PuRpLe\\_FoReVeR's solution](#)

**484.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[PuRpLe\\_FoReVeR's solution](#)

**485.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**486.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[PuRpLe\\_FoReVeR's solution](#)

**487.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[PuRpLe\\_FoReVeR's solution](#)

**488.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[PuRpLe\\_FoReVeR's solution](#)

**489.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[PuRpLe\\_FoReVeR's solution](#)

**490.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[PuRpLe\\_FoReVeR's solution](#)

**491.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**492.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[PuRpLe\\_FoReVeR's solution](#)

**493.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[PuRpLe\\_FoReVeR's solution](#)

**494.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[PuRpLe\\_FoReVeR's solution](#)

**495.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · last AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[PuRpLe\\_FoReVeR's solution](#)

**496.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**497.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**498.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[PuRpLe\\_FoReVeR's solution](#)

**499.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[PuRpLe\\_FoReVeR's solution](#)

**500.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[PuRpLe\\_FoReVeR's solution](#)

**501.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[PuRpLe\\_FoReVeR's solution](#)

**502.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[PuRpLe\\_FoReVeR's solution](#)

**503.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[PuRpLe\\_FoReVeR's solution](#)

**504.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[PuRpLe\\_FoReVeR's solution](#)

**505.**

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing

[PuRpLe\\_FoReVeR's solution](#)

**506.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PuRpLe\\_FoReVeR's solution](#)

**507.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[PuRpLe\\_FoReVeR's solution](#)

**508.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[PuRpLe\\_FoReVeR's solution](#)

**509.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[PuRpLe\\_FoReVeR's solution](#)

**510.**

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[PuRpLe\\_FoReVeR's solution](#)

**511.**

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[PuRpLe\\_FoReVeR's solution](#)

**512.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[PuRpLe\\_FoReVeR's solution](#)

**513.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[PuRpLe\\_FoReVeR's solution](#)

**514.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[PuRpLe\\_FoReVeR's solution](#)

**515.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[PuRpLe\\_FoReVeR's solution](#)

**516.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[PuRpLe\\_FoReVeR's solution](#)

**517.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[PuRpLe\\_FoReVeR's solution](#)

**518.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[PuRpLe\\_FoReVeR's solution](#)

**519.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[PuRpLe\\_FoReVeR's solution](#)

**520.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[PuRpLe\\_FoReVeR's solution](#)

**521.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[PuRpLe\\_FoReVeR's solution](#)

**522.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[PuRpLe\\_FoReVeR's solution](#)

**523.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[PuRple\\_FoReVeR's solution](#)

**524.**

1531C

[B 50ÄieCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp  
[PuRple\\_FoReVeR's solution](#)

**525.**

1531E1

[B 50B0,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[PuRple\\_FoReVeR's solution](#)

**526.**

1531E2

[B 50B0,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force  
[PuRple\\_FoReVeR's solution](#)

**527.**

1531E3

[B 50B0,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search  
[PuRple\\_FoReVeR's solution](#)

**528.**

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[PuRple\\_FoReVeR's solution](#)

**529.**

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[PuRple\\_FoReVeR's solution](#)

**530.**

1531A

[At8CÔ3CT@i|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[PuRple\\_FoReVeR's solution](#)

**531.**

100850K

[B 5C&D](#)

Rating: — · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[PuRple\\_FoReVeR's solution](#)

**532.**

100850D

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[PuRple\\_FoReVeR's solution](#)

**533.**

100850E

[At0CÔ8CÄ0D\\$5C´LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[PuRple\\_FoReVeR's solution](#)

**534.**

100850J

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**535.**

100850H

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**536.**

100850G

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**537.**

100850F

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**538.**

100850I

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Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**539.**

100850A

[A 3D0>C0>CÄ0;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**540.**

101611F

[Fake or Leak? · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**541.**

101611I

[Infinite Gift · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**542.**

101611H

[Hilarious Cooking · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**543.**

101611G

[God of Winds · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**544.**

101611C

[Carpet · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**545.**

101611D

[Decoding of Varints · Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**546.**

101611A

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

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**547.**

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · PyPy 3 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**548.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**549.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**550.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**551.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**552.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**553.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**554.**

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**555.**

101309F

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

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**556.**

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**557.**

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**558.**

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**559.**

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**560.**

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**561.**

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**562.**

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**563.**

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**564.**

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**565.**

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**566.**

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**567.**

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**568.**

102860B

[Triangles and a Circle](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**569.**

102860A

[Jumping Machine](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**570.**

102860I

[Walk of Three](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**571.**

102860E

[Flag with Stars](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**572.**

102860C

[Game](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**573.**

102860K

[Checkers](#) · Tutorial

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**574.**

100554E

[Excavator Contest](#) · Tutorial

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**575.**

100554G

[Garden and Sprinklers](#) · Tutorial

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**576.**

100554H

[Hierarchical Notation](#) · Tutorial

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**577.**

100554K

[Known Notation](#) · Tutorial

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**578.**

100554F

[Fiber-optic Network](#) · Tutorial

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**579.**

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**580.**

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**581.**

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**582.**

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**583.**

100246D

[A+000@CäAD² =C >D\\$@CT7Cα5](#)

Rating: — · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**584.**

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**585.**

100246B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**586.**

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**587.**

102024I

[B·8001e\\$>C`HCT1CÔKDR 7C :C`8CÔ0CÔ8C•](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**588.**

102024F

[A\\$B011C`HCT1CÔ0Dò HC ED\\$0](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**589.**

102024H

[A=00d40ä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**590.**

102024D

[AÖNDT;C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**591.**

102024A

[AÖLdäB C" ?CTICT@CP](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**592.**

102024G

[B47D00d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**593.**

102024C

[AD>C@D'E D =Cä2](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**594.**

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**595.**

102411C

[Cross-Stitch · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**596.**

102411L

[Lengths and Periods · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**597.**

102411D

[Double Palindrome · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**598.**

102411K

[King's Children · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**599.**

102411B

[Bad Treap · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**600.**

102411H

[High Load Database · Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**601.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**602.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**603.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**604.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**605.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**606.**

101191A

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

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**607.**

101191J

[Soldier's life](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**608.**

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**609.**

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**610.**

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**611.**

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**612.**

101191C

[Ancient CBS](#) · Tutorial

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**613.**

101191K

[Casino](#) · Tutorial

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**614.**

101191B

[Birches](#) · Tutorial

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**615.**

101191F

[A trick](#) · Tutorial

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**616.**

1275E1

[A<C&OBD>C`LC&O0D& AD4<C&A0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[PuRpLe\\_FoReVeR's solution](#)

**617.**

1275D

[Storage2](#) · Tutorial

Quality: 422 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[PuRpLe\\_FoReVeR's solution](#)

**618.**

1275C

[#define At0CDD0D0a B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[PuRpLe\\_FoReVeR's solution](#)

**619.**

1275B

[Code Review](#) · Tutorial

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[PuRpLe\\_FoReVeR's solution](#)

**620.**

1275A

[B`D&K\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[PuRpLe\\_FoReVeR's solution](#)

**621.**

101398I

[Idol](#) · Tutorial

Rating: — · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**622.**

101398B

[Beer Pressure](#) · Tutorial

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**623.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**624.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**625.**

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**626.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · PyPy 3 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**627.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**628.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**629.**

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**630.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**631.**

102394I

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

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**632.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**633.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**634.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**635.**

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**636.**

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**637.**

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**638.**

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**639.**

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**640.**

102423E

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

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**641.**

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**642.**

102423H

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

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**643.**

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**644.**

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**645.**

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**646.**

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**647.**

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**648.**

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**649.**

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**650.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**651.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**652.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**653.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**654.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**655.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**656.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**657.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**658.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**659.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**660.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · PyPy 3 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**661.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**662.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**663.**

100447D

[BTAA](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**664.**

100447C

[A&D<B 2 C4>D BC€](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**665.**

100447A

[B>D&C@C&A](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**666.**

100447B

[B<B&A](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**667.**

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**668.**

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**669.**

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**670.**

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**671.**

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**672.**

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**673.**

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**674.**

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**675.**

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**676.**

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**677.**

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**678.**

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**679.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, math

[PuRpLe\\_FoReVeR's solution](#)

**680.**

101078J

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**681.**

100085G

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**682.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —

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**683.**

100085K

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Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —

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**684.**

100085B

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Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —

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**685.**

100085A

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Rating: — · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: —

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**686.**

101187G

[A @DT3C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

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**687.**

101187C

[A45D#D`5 C`KCd8](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**688.**

101187D

[IQ D\\$5D#C;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

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**689.**

101187B

[A 2D\\$C CD](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**690.**

101187K

[«A..AC;DÄGC ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

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**691.**

101187I

[AÄDÖGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

[PuRpLe\\_FoReVeR's solution](#)

**692.**

101187A

[AÄCÖSD\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: —

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**693.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

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**694.**

101666K

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Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**695.**

101666M

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

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

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**696.**

101666I

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Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**697.**

101666C

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Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

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**698.**

101666D

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Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

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**699.**

101666A

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Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

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**700.**

101666F

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**701.**

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**702.**

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**703.**

101620A

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Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**704.**

101620J

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**705.**

101620F

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**706.**

101623K

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**707.**

101623G

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**708.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

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**709.**

101623D

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Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

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**710.**

101623B

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Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

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**711.**

100377E

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**712.**

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**713.**

100377I

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**714.**

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**715.**

100066H

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**716.**

100066E

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**717.**

100066G

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**718.**

100066B

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**719.**

100066C

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