

Unique solved — Puranya

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Count: 1,696

1.

2141A

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2.

2001B

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3.

2001A

[Make All Equal](#) · [Tutorial](#)

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4.

2004A

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5.

2000B

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6.

2000A

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7.

1999C

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8.

1999A

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9.

1997A

[Strong Password](#) · [Tutorial](#)

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10.

1991A

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11.

1995A

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Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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12.

1994A

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13.

1982A

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

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14.

1984A

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15.

1979A

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16.

1980B

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Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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17.

1980A

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18.

1981A

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19.

1976A

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Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Puranya's solution](#)

20.

1968B

[Prefiquence](#) · [Tutorial](#)

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21.

1968A

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Quality: 39,457 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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22.

1948A

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23.

1935A

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Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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24.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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25.

1923A

[Moving Chips](#) · [Tutorial](#)

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26.

1926B

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27.

1926A

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28.

1930A

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29.

1927A

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30.

1907A

[Rook](#) · [Tutorial](#)

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31.

1902A

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32.

1903A

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33.

1896A

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34.

1879A

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35.

1873D

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36.

1873C

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37.

1873B

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38.

1873A

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39.

1870A

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40.

1849A

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41.

1851B

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42.

1851A

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43.

1842A

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44.

1799A

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45.

1776A

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46.

1795A

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47.

1788A

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48.

1791B

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49.

1791C

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50.

1791A

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51.

1778A

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52.

1787A

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53.

1790B

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54.

1790A

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55.

1780A

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56.

1782A

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57.

1768A

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58.

1779A

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59.

1731A

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60.

1763A

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61.

1772B

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62.

1772A

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[Puranya's solution](#)

63.

1774A

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64.

1767B

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65.

1767A

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66.

1762A

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67.

1765B

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68.

1764A

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69.

1760C

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70.

1760B

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71.

1760A

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72.

1761A

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73.

1759B

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Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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74.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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75.

1748A

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Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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76.

1747A

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Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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77.

1749A

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78.

1744B

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79.

1744A

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80.

1743B

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81.

1743A

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Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
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82.

1742B

[Increasing](#) · [Tutorial](#)

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83.

1742A

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84.

1741B

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

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85.

1741A

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86.

1736A

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Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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87.

1734B

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88.

1734A

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

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89.

1733A

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90.

1729B

[Decode String](#) · [Tutorial](#)

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[Puranya's solution](#)

91.

1729A

[Two Elevators](#) · [Tutorial](#)

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92.

1728B

[Best Permutation](#) · [Tutorial](#)

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93.

1728A

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94.

1725A

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95.

1721A

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96.

1713A

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97.

1716B

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98.

1716A

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99.

1704A

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100.

1709A

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101.

1706A

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102.

1703C

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103.

1703B

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Quality: 66,189 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Puranya's solution](#)

104.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,261 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Puranya's solution](#)

105.

1702B

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106.

1702A

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Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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107.

1696A

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108.

1674B

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109.

1674A

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110.

1672B

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111.

1672A

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112.

1671A

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113.

1669C

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114.

1669B

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115.

1669A

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116.

1665A

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117.

1660B

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118.

1660A

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119.

1656A

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120.

1654B

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121.

1654A

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122.

1634A

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123.

1633B

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124.

1633A

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125.

1632A

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126.

1626A

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127.

1627A

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128.

1625A

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129.

1624A

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130.

1621A

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131.

1616A

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132.

1623A

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133.

1622A

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134.

1615A

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135.

1619B

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136.

1619A

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137.

1620A

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138.

1617A

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139.

1618B

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140.

1618A

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141.

1591A

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142.

1608A

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143.

1077A

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144.

1611B

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145.

1611A

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146.

1612A

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147.

1605A

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148.

1307A

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149.

1607A

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150.

1582A

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151.

1586A

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152.

1593A

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153.

1598A

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154.

1594A

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155.

1571A

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156.

1592A

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157.

1579A

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158.

1574A

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159.

1566B

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160.

1566A

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161.

1080A

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162.

1569A

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163.

1567A

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164.

1194A

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165.

1041A

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166.

1556A

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167.

1562A

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168.

1560C

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169.

1560B

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170.

1560A

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171.

1304A

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172.

1557A

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173.

1216A

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174.

1220A

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175.

1303A

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176.

1554A

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177.

1207A

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178.

1312A

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179.

1552A

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180.

1257A

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181.

1551B1

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182.

1551A

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183.

1553A

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184.

1005A

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185.

1374A

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186.

1530B

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187.

1530A

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[Puranya's solution](#)

188.

1325B

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189.

1325A

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190.

1108A

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Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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191.

1550A

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192.

794A

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Quality: 7,777 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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193.

1343B

[Balanced Array](#) · [Tutorial](#)

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194.

1547B

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195.

1547A

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[Puranya's solution](#)

196.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

197.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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198.

1196A

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Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Puranya's solution](#)

199.

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Puranya's solution](#)

200.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

201.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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202.

1538B

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Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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203.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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204.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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205.

1535A

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Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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206.

1311A

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207.

1335A

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208.

1523A

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209.

1529A

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210.

1527A

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[Puranya's solution](#)

211.

1525A

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212.

1296A

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213.

1353B

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214.

1353A

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215.

1520B

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216.

1520A

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217.

1515A

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218.

1519B

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1519A

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220.

1328A

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1517A

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1516A

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1514A

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224.

1370A

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225.

1249A

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1512B

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1512A

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233.

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1003A

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1352A

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236.

1183A

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237.

1506A

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238.

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1367A

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1360B

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1360A

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1006A

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1462B

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255.

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259.

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261.

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262.

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264.

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265.

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266.

1472A

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267.

1466B

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268.

1466A

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1465A

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1459A

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1450A

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274.

1455A

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1438A

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1443A

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1435A

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287.

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1255A

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1433B

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1433A

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1421A

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293.

1430B

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294.

1422A

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1408A

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296.

1426A

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297.

1417A

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298.

1405A

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299.

1409A

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1397A

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301.

1400A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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302.

1392B

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303.

1392A

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304.

1398B

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305.

1398A

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306.

1391B

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307.

1391A

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308.

1393A

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309.

1399B

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310.

1399A

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311.

1388A

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312.

1389A

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313.

1385B

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314.

1385A

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315.

1279A

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316.

1927B

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317.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
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318.

1879B

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319.

1795B

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320.

1768B

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321.

1779B

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322.

1771A

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323.

1764B

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324.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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325.

1732B

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326.

1742C

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327.

1733B

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328.

1720A

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329.

1709B

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330.

1696B

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331.

1665B

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332.

1624B

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333.

611A

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334.

1617B

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[Puranya's solution](#)

335.

1591B

[Array Eversion](#) · [Tutorial](#)

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336.

1613A

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337.

1609A

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338.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

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339.

1612B

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340.

1588A

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341.

1607B

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[Puranya's solution](#)

342.

1606A

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343.

1582B

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344.

1593B

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[Puranya's solution](#)

345.

1175A

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Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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346.

765A

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347.

768A

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348.

1080B

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349.

1197A

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350.

1559B

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351.

1559A

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352.

1208A

[XORinacci](#) · [Tutorial](#)

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[Puranya's solution](#)

353.

1420A

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Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Puranya's solution](#)

354.

1216B

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Quality: 19,680 global accepts · Rating: 900 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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355.

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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356.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Puranya's solution](#)

357.

1005B

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358.

1374B

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[Puranya's solution](#)

359.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Puranya's solution](#)

360.

1543B

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Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Puranya's solution](#)

361.

1543A

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362.

1354A

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363.

1537B

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Quality: 42,321 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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364.

1535B

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Quality: 34,205 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
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365.

1335B

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Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Puranya's solution](#)

366.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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367.

1272A

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[Puranya's solution](#)

368.

1380A

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Quality: 40,082 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[Puranya's solution](#)

369.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Puranya's solution](#)

370.

1373B

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371.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

372.

1095B

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Quality: 24,340 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

373.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

374.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

375.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Puranya's solution](#)

376.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Puranya's solution](#)

377.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Puranya's solution](#)

378.

1462C

[Unique Number](#) · [Tutorial](#)

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[Puranya's solution](#)

379.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Puranya's solution](#)

380.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

381.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

382.

1475B

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[Puranya's solution](#)

383.

1475A

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Quality: 86,847 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

384.

1467A

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[Puranya's solution](#)

385.

1471A

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386.

1451B

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[Puranya's solution](#)

387.

1440B

[Sum of Medians](#) · [Tutorial](#)

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388.

1436B

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Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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389.

1433C

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Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Puranya's solution](#)

390.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Puranya's solution](#)

391.

1427A

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

[Puranya's solution](#)

392.

1426B

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Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

393.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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394.

1401A

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395.

2004B

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396.

2000C

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Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
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397.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Puranya's solution](#)

398.

1979B

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Quality: 26,435 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Puranya's solution](#)

399.

1968C

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Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Puranya's solution](#)

400.

1930B

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

401.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Puranya's solution](#)

402.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings
[Puranya's solution](#)

403.

1906A

[Easy As ABC](#) · [Tutorial](#)

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

[Puranya's solution](#)

404.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,385 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Puranya's solution](#)

405.

1851C

[Tiles Comeback](#) · [Tutorial](#)

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

[Puranya's solution](#)

406.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

407.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Puranya's solution](#)

408.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Puranya's solution](#)

409.

1782B

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

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

[Puranya's solution](#)

410.

1770B

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

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

[Puranya's solution](#)

411.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Puranya's solution](#)

412.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

413.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

414.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Puranya's solution](#)

415.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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416.

1761B

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

[Puranya's solution](#)

417.

1732A

[Bestie](#) · [Tutorial](#)

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

[Puranya's solution](#)

418.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Puranya's solution](#)

419.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,287 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Puranya's solution](#)

420.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

421.

1713B

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Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Puranya's solution](#)

422.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Puranya's solution](#)

423.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

424.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Puranya's solution](#)

425.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

426.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Puranya's solution](#)

427.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Puranya's solution](#)

428.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

429.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Puranya's solution](#)

430.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Puranya's solution](#)

431.

1620B

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

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Puranya's solution](#)

432.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

433.

1613B

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Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Puranya's solution](#)

434.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

435.

1605B

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Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

436.

1607C

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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Puranya's solution](#)

437.

1593C

[Save More Mice](#) · [Tutorial](#)

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

[Puranya's solution](#)

438.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Puranya's solution](#)

439.

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

440.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Puranya's solution](#)

441.

1569B

[Chess Tournament](#) · [Tutorial](#)

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

[Puranya's solution](#)

442.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Puranya's solution](#)

443.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

444.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

445.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Puranya's solution](#)

446.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Puranya's solution](#)

447.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,088 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

448.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Puranya's solution](#)

449.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Puranya's solution](#)

450.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Puranya's solution](#)

451.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

452.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,944 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Puranya's solution](#)

453.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

454.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

455.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Puranya's solution](#)

456.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Puranya's solution](#)

457.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Puranya's solution](#)

458.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

459.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

460.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

461.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Puranya's solution](#)

462.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Puranya's solution](#)

463.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,641 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Puranya's solution](#)

464.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Puranya's solution](#)

465.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,290 global accepts · Rating: 1000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Puranya's solution](#)

466.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

467.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

468.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Puranya's solution](#)

469.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Puranya's solution](#)

470.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Puranya's solution](#)

471.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Puranya's solution](#)

472.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Puranya's solution](#)

473.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Puranya's solution](#)

474.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Puranya's solution](#)

475.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Puranya's solution](#)

476.

1469A

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

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

[Puranya's solution](#)

477.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Puranya's solution](#)

478.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Puranya's solution](#)

479.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

480.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

481.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Puranya's solution](#)

482.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Puranya's solution](#)

483.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,861 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

484.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

485.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

486.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

487.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Puranya's solution](#)

488.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Puranya's solution](#)

489.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Puranya's solution](#)

490.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Puranya's solution](#)

491.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Puranya's solution](#)

492.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Puranya's solution](#)

493.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Puranya's solution](#)

494.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Puranya's solution](#)

495.

1976B

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

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

[Puranya's solution](#)

496.

1948B

[Array Fix](#) · [Tutorial](#)

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

[Puranya's solution](#)

497.

1923B

[Monsters Attack!](#) · [Tutorial](#)

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

[Puranya's solution](#)

498.

1910A

[Username](#) · [Tutorial](#)

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

[Puranya's solution](#)

499.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Puranya's solution](#)

500.

1873E

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

Quality: 43,472 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Puranya's solution](#)

501.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Puranya's solution](#)

502.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,821 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Puranya's solution](#)

503.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Puranya's solution](#)

504.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Puranya's solution](#)

505.

1791G1

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

Quality: 33,930 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

506.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Puranya's solution](#)

507.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Puranya's solution](#)

508.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

509.

1762B

[Make Array Good](#) · [Tutorial](#)

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

[Puranya's solution](#)

510.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Puranya's solution](#)

511.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Puranya's solution](#)

512.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Puranya's solution](#)

513.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,115 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Puranya's solution](#)

514.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Puranya's solution](#)

515.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

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

[Puranya's solution](#)

516.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

517.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Puranya's solution](#)

518.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Puranya's solution](#)

519.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Puranya's solution](#)

520.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Puranya's solution](#)

521.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

522.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Puranya's solution](#)

523.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Puranya's solution](#)

524.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Puranya's solution](#)

525.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Puranya's solution](#)

526.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Puranya's solution](#)

527.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

528.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Puranya's solution](#)

529.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Puranya's solution](#)

530.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Puranya's solution](#)

531.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

532.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Puranya's solution](#)

533.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Puranya's solution](#)

534.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Puranya's solution](#)

535.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Puranya's solution](#)

536.

765B

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Quality: 7,554 global accepts · Rating: 1100 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Puranya's solution](#)

537.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Puranya's solution](#)

538.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Puranya's solution](#)

539.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Puranya's solution](#)

540.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Puranya's solution](#)

541.

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[Puranya's solution](#)

542.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[Puranya's solution](#)

543.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Puranya's solution](#)

544.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Puranya's solution](#)

545.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Puranya's solution](#)

546.

1547C

[Pair Programming](#) · [Tutorial](#)

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

547.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Puranya's solution](#)

548.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,621 global accepts · Rating: 1100 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Puranya's solution](#)

549.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Puranya's solution](#)

550.

1335C

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

Quality: 38,969 global accepts · Rating: 1100 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, sortings

[Puranya's solution](#)

551.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

552.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Puranya's solution](#)

553.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Puranya's solution](#)

554.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

555.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Puranya's solution](#)

556.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

557.

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

558.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,785 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Puranya's solution](#)

559.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Puranya's solution](#)

560.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Puranya's solution](#)

561.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Puranya's solution](#)

562.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Puranya's solution](#)

563.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Puranya's solution](#)

564.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Puranya's solution](#)

565.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Puranya's solution](#)

566.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Puranya's solution](#)

567.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Puranya's solution](#)

568.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Puranya's solution](#)

569.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Puranya's solution](#)

570.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Puranya's solution](#)

571.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Puranya's solution](#)

572.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Puranya's solution](#)

573.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

574.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Puranya's solution](#)

575.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

576.

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

[Puranya's solution](#)

577.

1426C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Puranya's solution](#)

578.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Puranya's solution](#)

579.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

580.

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

[Puranya's solution](#)

581.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

582.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

583.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Puranya's solution](#)

584.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Puranya's solution](#)

585.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Puranya's solution](#)

586.

1982B

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

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

[Puranya's solution](#)

587.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Puranya's solution](#)

588.

1935B

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

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

[Puranya's solution](#)

589.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Puranya's solution](#)

590.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Puranya's solution](#)

591.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Puranya's solution](#)

592.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Puranya's solution](#)

593.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Puranya's solution](#)

594.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Puranya's solution](#)

595.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Puranya's solution](#)

596.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Puranya's solution](#)

597.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Puranya's solution](#)

598.

1744D

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

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Puranya's solution](#)

599.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Puranya's solution](#)

600.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

601.

1734C

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

Quality: 28,643 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

602.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Puranya's solution](#)

603.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Puranya's solution](#)

604.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

605.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Puranya's solution](#)

606.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,395 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Puranya's solution](#)

607.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Puranya's solution](#)

608.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[Puranya's solution](#)

609.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Puranya's solution](#)

610.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

611.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Puranya's solution](#)

612.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,720 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Puranya's solution](#)

613.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

614.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Puranya's solution](#)

615.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Puranya's solution](#)

616.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Puranya's solution](#)

617.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Puranya's solution](#)

618.

1592B

[Hemose Shopping](#) · [Tutorial](#)

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

[Puranya's solution](#)

619.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

620.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

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

[Puranya's solution](#)

621.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Puranya's solution](#)

622.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Puranya's solution](#)

623.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Puranya's solution](#)

624.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Puranya's solution](#)

625.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

626.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Puranya's solution](#)

627.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Puranya's solution](#)

628.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Puranya's solution](#)

629.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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630.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Puranya's solution](#)

631.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

632.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

633.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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634.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

635.

1354B

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Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Puranya's solution](#)

636.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Puranya's solution](#)

637.

1536B

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

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Puranya's solution](#)

638.

1311B

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639.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Puranya's solution](#)

640.

1272C

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Quality: 30,742 global accepts · Rating: 1200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Puranya's solution](#)

641.

1272B

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Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Puranya's solution](#)

642.

1520D

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Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Puranya's solution](#)

643.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

644.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Puranya's solution](#)

645.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Puranya's solution](#)

646.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Puranya's solution](#)

647.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Puranya's solution](#)

648.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[Puranya's solution](#)

649.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Puranya's solution](#)

650.

1352B

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Quality: 44,830 global accepts · Rating: 1200 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

651.

1399C

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Quality: 32,656 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Puranya's solution](#)

652.

999C

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Quality: 20,993 global accepts · Rating: 1200 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

653.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

654.

1497B

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Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

655.

1133C

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Quality: 28,134 global accepts · Rating: 1200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

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656.

1133B

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Quality: 14,376 global accepts · Rating: 1200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

657.

1294B

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Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Puranya's solution](#)

658.

1490D

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Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Puranya's solution](#)

659.

1006C

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Quality: 25,363 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Puranya's solution](#)

660.

1006B

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Quality: 14,656 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Puranya's solution](#)

661.

977C

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Quality: 43,337 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Puranya's solution](#)

662.

1495A

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Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Puranya's solution](#)

663.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

664.

1487B

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Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

665.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
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666.

1131C

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Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Puranya's solution](#)

667.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[Puranya's solution](#)

668.

1455B

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Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Puranya's solution](#)

669.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Puranya's solution](#)

670.

1437B

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Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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671.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Puranya's solution](#)

672.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[Puranya's solution](#)

673.

1428B

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

674.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[Puranya's solution](#)

675.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Puranya's solution](#)

676.

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

[Puranya's solution](#)

677.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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678.

2023A

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Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Puranya's solution](#)

679.

1999E

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

Quality: 23,623 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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680.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

681.

1984C1

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Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

682.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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683.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Puranya's solution](#)

684.

1968D

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Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Puranya's solution](#)

685.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Puranya's solution](#)

686.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Puranya's solution](#)

687.

1948C

[Arrow Path](#) · [Tutorial](#)

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

[Puranya's solution](#)

688.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Puranya's solution](#)

689.

1279B

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Quality: 14,418 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Puranya's solution](#)

690.

1927D

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Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

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691.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Puranya's solution](#)

692.

1879C

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Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

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693.

1873F

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Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Puranya's solution](#)

694.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Puranya's solution](#)

695.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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696.

1851D

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Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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697.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
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698.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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699.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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700.

1768C

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Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Puranya's solution](#)

701.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Puranya's solution](#)

702.

1753A1

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

Quality: 16,454 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Puranya's solution](#)

703.

1741D

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

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
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704.

1736C1

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Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[Puranya's solution](#)

705.

1733C

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Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Puranya's solution](#)

706.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Puranya's solution](#)

707.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Puranya's solution](#)

708.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Puranya's solution](#)

709.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Puranya's solution](#)

710.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Puranya's solution](#)

711.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Puranya's solution](#)

712.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Puranya's solution](#)

713.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Puranya's solution](#)

714.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Puranya's solution](#)

715.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Puranya's solution](#)

716.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

717.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

718.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

719.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Puranya's solution](#)

720.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Puranya's solution](#)

721.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Puranya's solution](#)

722.

1603A

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Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

723.

1601A

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

Quality: 21,099 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Puranya's solution](#)

724.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

725.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[Puranya's solution](#)

726.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Puranya's solution](#)

727.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Puranya's solution](#)

728.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

729.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

730.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

731.

1560D

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Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

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732.

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

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733.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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734.

1420C1

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Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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735.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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736.

1220C

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Quality: 10,815 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

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737.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Puranya's solution](#)

738.

1555C

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Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

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739.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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740.

1029A

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Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Puranya's solution](#)

741.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Puranya's solution](#)

742.

1005C

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Quality: 13,055 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Puranya's solution](#)

743.

1108C

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Quality: 12,672 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Puranya's solution](#)

744.

1547D

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Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Puranya's solution](#)

745.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Puranya's solution](#)

746.

1538C

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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Puranya's solution](#)

747.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Puranya's solution](#)

748.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

749.

1366B

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Quality: 27,964 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Puranya's solution](#)

750.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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751.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

752.

1328B

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Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Puranya's solution](#)

753.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Puranya's solution](#)

754.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Puranya's solution](#)

755.

1498B

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Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Puranya's solution](#)

756.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Puranya's solution](#)

757.

1003B

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Quality: 12,225 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

758.

1352D

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Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

759.

1367C

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Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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760.

1360E

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Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Puranya's solution](#)

761.

1360D

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Quality: 43,018 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Puranya's solution](#)

762.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Puranya's solution](#)

763.

1294C

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Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Puranya's solution](#)

764.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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765.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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766.

1476B

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Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[Puranya's solution](#)

767.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Puranya's solution](#)

768.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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769.

1459B

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Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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770.

1454D

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Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

771.

1447C

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Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Puranya's solution](#)

772.

1443B

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Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Puranya's solution](#)

773.

1433E

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Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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774.

1422B

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Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Puranya's solution](#)

775.

1418B

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Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

776.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Puranya's solution](#)

777.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Puranya's solution](#)

778.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Puranya's solution](#)

779.

1923C

[Find B](#) · [Tutorial](#)

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

[Puranya's solution](#)

780.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Puranya's solution](#)

781.

1927E

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Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[Puranya's solution](#)

782.

1907D

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Quality: 23,581 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Puranya's solution](#)

783.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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784.

1896C

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Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Puranya's solution](#)

785.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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786.

1830A

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Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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787.

1790E

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[Puranya's solution](#)

788.

1772D

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Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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789.

1762C

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

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790.

1771B

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algorithms, dp, two pointers

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791.

1764C

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792.

1761C

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Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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793.

1759D

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794.

1748B

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Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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795.

1733D1

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

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796.

1728C

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[Puranya's solution](#)

797.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Puranya's solution](#)

798.

1706C

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

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799.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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800.

757B

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Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Puranya's solution](#)

801.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Puranya's solution](#)

802.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Puranya's solution](#)

803.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Puranya's solution](#)

804.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

805.

1634B

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Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

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806.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Puranya's solution](#)

807.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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808.

1624D

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Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

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809.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

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810.

1551B2

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Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Puranya's solution](#)

811.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Puranya's solution](#)

812.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Puranya's solution](#)

813.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Puranya's solution](#)

814.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

815.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Puranya's solution](#)

816.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Puranya's solution](#)

817.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

818.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Puranya's solution](#)

819.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Puranya's solution](#)

820.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Puranya's solution](#)

821.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Puranya's solution](#)

822.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Puranya's solution](#)

823.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Puranya's solution](#)

824.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Puranya's solution](#)

825.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

826.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

827.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Puranya's solution](#)

828.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Puranya's solution](#)

829.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Puranya's solution](#)

830.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Puranya's solution](#)

831.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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832.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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833.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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834.

1183D

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Quality: 20,429 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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835.

1183C

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Quality: 15,046 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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836.

1506D

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Quality: 25,542 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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837.

988C

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Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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838.

1256B

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Quality: 13,683 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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839.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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840.

1490E

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Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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841.

978E

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Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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842.

977D

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[Puranya's solution](#)

843.

1462D

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844.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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845.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

846.

1475C

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Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Puranya's solution](#)

847.

1463B

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Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Puranya's solution](#)

848.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Puranya's solution](#)

849.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

850.

1457C

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Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Puranya's solution](#)

851.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Puranya's solution](#)

852.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[Puranya's solution](#)

853.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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854.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Puranya's solution](#)

855.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Puranya's solution](#)

856.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Puranya's solution](#)

857.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Puranya's solution](#)

858.

2077A

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Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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859.

2001C

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[Puranya's solution](#)

860.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Puranya's solution](#)

861.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Puranya's solution](#)

862.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Puranya's solution](#)

863.

1926E

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Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Puranya's solution](#)

864.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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865.

1851E

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[Puranya's solution](#)

866.

1842C

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

[Puranya's solution](#)

867.

1776L

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Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Puranya's solution](#)

868.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Puranya's solution](#)

869.

1791F

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Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[Puranya's solution](#)

870.

1774B

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Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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871.

1765K

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Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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872.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

873.

1760F

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Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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874.

1732D1

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Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
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875.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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876.

1744E1

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

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877.

1742G

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Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[Puranya's solution](#)

878.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Puranya's solution](#)

879.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[Puranya's solution](#)

880.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Puranya's solution](#)

881.

1659C

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Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[Puranya's solution](#)

882.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
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883.

611C

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Quality: 9,040 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Puranya's solution](#)

884.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Puranya's solution](#)

885.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

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886.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Puranya's solution](#)

887.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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888.

1575J

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889.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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890.

930A

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891.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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892.

1264A

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893.

1562C

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894.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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895.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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896.

1208B

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Quality: 11,665 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Puranya's solution](#)

897.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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898.

1066B

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899.

1278B

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Quality: 14,178 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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900.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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901.

1551C

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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

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902.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

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903.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

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904.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

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905.

1545A

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Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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906.

1547E

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Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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907.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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908.

1542B

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Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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909.

1196D1

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Quality: 11,131 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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910.

1196C

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Quality: 9,772 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

911.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Puranya's solution](#)

912.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Puranya's solution](#)

913.

1536C

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

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914.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Puranya's solution](#)

915.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

916.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

917.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Puranya's solution](#)

918.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

919.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Puranya's solution](#)

920.

1516B

[AGAGA XXXORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Puranya's solution](#)

921.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Puranya's solution](#)

922.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Puranya's solution](#)

923.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Puranya's solution](#)

924.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Puranya's solution](#)

925.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Puranya's solution](#)

926.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

927.

1499C

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Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Puranya's solution](#)

928.

1133D

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Quality: 16,457 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Puranya's solution](#)

929.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

930.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Puranya's solution](#)

931.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Puranya's solution](#)

932.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Puranya's solution](#)

933.

977E

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934.

1462E1

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935.

1473C

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936.

1492C

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937.

1486B

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938.

1114B

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939.

1466D

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940.

1461C

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941.

1440C1

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942.

1408C

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943.

1417C

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944.

1419D2

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945.

1419C

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946.

1409D

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947.

1397B

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948.

1400C

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949.

1399D

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950.

2004D

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951.

1994C

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952.

1980E

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953.

1976C

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954.

1968E

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955.

1938H

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956.

1910C

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[Puranya's solution](#)

957.

1910B

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958.

1907E

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959.

1240A

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960.

1849C

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961.

1795D

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962.

1246A

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963.

1787C

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964.

1782C

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965.

1779C

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966.

1774D

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967.

1748C

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968.

1753B

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969.

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970.

1707A

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971.

1703G

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972.

1702E

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973.

1677A

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974.

1671D

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975.

1665C

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976.

1660E

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977.

1660D

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978.

704A

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979.

1633D

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980.

1632C

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981.

1623C

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1622C

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983.

1615C

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984.

715A

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1077D

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986.

1609D

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1610C

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1612D

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990.

1582D

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1593E

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1175C

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1175B

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741B

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997.

759B

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763A

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768B

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1000.

1566D2

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1001.

930B

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1002.

1198B

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1003.

1198A

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1004.

1567C

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1005.

1041C

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1006.

512A

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Rating: 1600 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

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1007.

1288C

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1008.

1217B

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1009.

1303C

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1010.

1251C

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1011.

1555D

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1012.

1295C

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[Puranya's solution](#)

1013.

1029C

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Quality: 8,276 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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1014.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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1015.

1530D

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Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

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1016.

1512E

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Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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1017.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1018.

1015D

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Quality: 8,961 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1019.

1196D2

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Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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1020.

1334C

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Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Puranya's solution](#)

1021.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Puranya's solution](#)

1022.

1537E1

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Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

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1023.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

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1024.

1458A

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Quality: 25,299 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1025.

1523C

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1026.

1529C

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Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Puranya's solution](#)

1027.

1527C

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Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
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1028.

1353D

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1029.

1520F1

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1030.

1519D

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Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
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1031.

1514C

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Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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1032.

1511D

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1033.

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1483A

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759A

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1119.

1314A

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1312D

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Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

1131.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Puranya's solution](#)

1132.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Puranya's solution](#)

1133.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Puranya's solution](#)

1134.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Puranya's solution](#)

1135.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Puranya's solution](#)

1136.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Puranya's solution](#)

1137.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Puranya's solution](#)

1138.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Puranya's solution](#)

1139.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Puranya's solution](#)

1140.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Puranya's solution](#)

1141.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Puranya's solution](#)

1142.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Puranya's solution](#)

1143.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Puranya's solution](#)

1144.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Puranya's solution](#)

1145.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Puranya's solution](#)

1146.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

1147.

1324E

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

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Puranya's solution](#)

1148.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

1149.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Puranya's solution](#)

1150.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1151.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Puranya's solution](#)

1152.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Puranya's solution](#)

1153.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Puranya's solution](#)

1154.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Puranya's solution](#)

1155.

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Puranya's solution](#)

1156.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Puranya's solution](#)

1157.

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Puranya's solution](#)

1158.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Puranya's solution](#)

1159.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Puranya's solution](#)

1160.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Puranya's solution](#)

1161.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Puranya's solution](#)

1162.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Puranya's solution](#)

1163.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Puranya's solution](#)

1164.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Puranya's solution](#)

1165.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[Puranya's solution](#)

1166.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Puranya's solution](#)

1167.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Puranya's solution](#)

1168.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules

[Puranya's solution](#)

1169.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Puranya's solution](#)

1170.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Puranya's solution](#)

1171.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Puranya's solution](#)

1172.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Puranya's solution](#)

1173.

2006B

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

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

[Puranya's solution](#)

1174.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Puranya's solution](#)

1175.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Puranya's solution](#)

1176.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Puranya's solution](#)

1177.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Puranya's solution](#)

1178.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[Puranya's solution](#)

1179.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Puranya's solution](#)

1180.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Puranya's solution](#)

1181.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Puranya's solution](#)

1182.

1910D

[Remove and Add](#) · [Tutorial](#)

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

[Puranya's solution](#)

1183.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

1184.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[Puranya's solution](#)

1185.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Puranya's solution](#)

1186.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Puranya's solution](#)

1187.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Puranya's solution](#)

1188.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Puranya's solution](#)

1189.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Puranya's solution](#)

1190.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Puranya's solution](#)

1191.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Puranya's solution](#)

1192.

1732C1

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

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

[Puranya's solution](#)

1193.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Puranya's solution](#)

1194.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Puranya's solution](#)

1195.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

1196.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Puranya's solution](#)

1197.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Puranya's solution](#)

1198.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Puranya's solution](#)

1199.

1053A

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

Rating: 1800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Puranya's solution](#)

1200.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, implementation

[Puranya's solution](#)

1201.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Puranya's solution](#)

1202.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Puranya's solution](#)**1203.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Puranya's solution](#)**1204.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Puranya's solution](#)**1205.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Puranya's solution](#)**1206.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Puranya's solution](#)**1207.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Puranya's solution](#)**1208.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)**1209.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Puranya's solution](#)**1210.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Puranya's solution](#)**1211.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Puranya's solution](#)

1212.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Puranya's solution](#)

1213.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Puranya's solution](#)

1214.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Puranya's solution](#)

1215.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[Puranya's solution](#)

1216.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1217.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Puranya's solution](#)

1218.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Puranya's solution](#)

1219.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Puranya's solution](#)

1220.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

1221.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Puranya's solution](#)

1222.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Puranya's solution](#)

1223.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Puranya's solution](#)

1224.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Puranya's solution](#)

1225.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Puranya's solution](#)

1226.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Puranya's solution](#)

1227.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Puranya's solution](#)

1228.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Puranya's solution](#)

1229.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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1230.

1552C

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1231.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Puranya's solution](#)

1232.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Puranya's solution](#)

1233.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Puranya's solution](#)

1234.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

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1235.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1236.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Puranya's solution](#)

1237.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

1238.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Puranya's solution](#)

1239.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Puranya's solution](#)

1240.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Puranya's solution](#)

1241.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Puranya's solution](#)

1242.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[Puranya's solution](#)

1243.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Puranya's solution](#)

1244.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Puranya's solution](#)

1245.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

1246.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Puranya's solution](#)

1247.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Puranya's solution](#)

1248.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

1249.

1133E

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Quality: 6,444 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[Puranya's solution](#)

1250.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Puranya's solution](#)

1251.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Puranya's solution](#)

1252.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Puranya's solution](#)

1253.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Puranya's solution](#)

1254.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[Puranya's solution](#)

1255.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[Puranya's solution](#)

1256.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Puranya's solution](#)

1257.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[Puranya's solution](#)

1258.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Puranya's solution](#)

1259.

1443D

[Extreme Subtraction](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Puranya's solution](#)

1260.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[Puranya's solution](#)

1261.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation
[Puranya's solution](#)

1262.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[Puranya's solution](#)

1263.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Puranya's solution](#)

1264.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Puranya's solution](#)

1265.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Puranya's solution](#)

1266.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Puranya's solution](#)

1267.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Puranya's solution](#)

1268.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Puranya's solution](#)

1269.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Puranya's solution](#)

1270.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Puranya's solution](#)

1271.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1272.

1926G

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

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Puranya's solution](#)

1273.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Puranya's solution](#)

1274.

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Puranya's solution](#)

1275.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Puranya's solution](#)

1276.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Puranya's solution](#)

1277.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

1278.

1842D

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

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

[Puranya's solution](#)

1279.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1280.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Puranya's solution](#)

1281.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Puranya's solution](#)

1282.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Puranya's solution](#)

1283.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Puranya's solution](#)

1284.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Puranya's solution](#)

1285.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

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1286.

685B

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Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

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1287.

700A

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1288.

1707B

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1289.

1702G1

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Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

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1290.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1291.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Puranya's solution](#)

1292.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Puranya's solution](#)

1293.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Puranya's solution](#)

1294.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

1295.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Puranya's solution](#)

1296.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Puranya's solution](#)

1297.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Puranya's solution](#)

1298.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Puranya's solution](#)

1299.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1300.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Puranya's solution](#)

1301.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Puranya's solution](#)

1302.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Puranya's solution](#)

1303.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Puranya's solution](#)

1304.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Puranya's solution](#)

1305.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Puranya's solution](#)

1306.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Puranya's solution](#)

1307.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1308.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Puranya's solution](#)

1309.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Puranya's solution](#)

1310.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Puranya's solution](#)

1311.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Puranya's solution](#)

1312.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Puranya's solution](#)

1313.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Puranya's solution](#)**1314.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Puranya's solution](#)**1315.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Puranya's solution](#)**1316.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Puranya's solution](#)**1317.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Puranya's solution](#)**1318.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Puranya's solution](#)**1319.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Puranya's solution](#)**1320.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Puranya's solution](#)**1321.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Puranya's solution](#)**1322.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Puranya's solution](#)

1323.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

1324.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Puranya's solution](#)

1325.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Puranya's solution](#)

1326.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Puranya's solution](#)

1327.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Puranya's solution](#)

1328.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Puranya's solution](#)

1329.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Puranya's solution](#)

1330.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Puranya's solution](#)

1331.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Puranya's solution](#)

1332.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Puranya's solution](#)

1333.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Puranya's solution](#)

1334.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Puranya's solution](#)

1335.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Puranya's solution](#)

1336.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

1337.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Puranya's solution](#)

1338.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Puranya's solution](#)

1339.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[Puranya's solution](#)

1340.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Puranya's solution](#)

1341.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Puranya's solution](#)

1342.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Puranya's solution](#)

1343.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Puranya's solution](#)

1344.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Puranya's solution](#)

1345.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Puranya's solution](#)

1346.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Puranya's solution](#)

1347.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Puranya's solution](#)

1348.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Puranya's solution](#)

1349.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Puranya's solution](#)

1350.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Puranya's solution](#)

1351.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Puranya's solution](#)

1352.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Puranya's solution](#)

1353.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Puranya's solution](#)

1354.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Puranya's solution](#)

1355.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Puranya's solution](#)

1356.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[Puranya's solution](#)

1357.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[Puranya's solution](#)

1358.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Puranya's solution](#)

1359.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Puranya's solution](#)

1360.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Puranya's solution](#)

1361.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Puranya's solution](#)

1362.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Puranya's solution](#)

1363.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Puranya's solution](#)

1364.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Puranya's solution](#)

1365.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Puranya's solution](#)

1366.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Puranya's solution](#)

1367.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Puranya's solution](#)

1368.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Puranya's solution](#)

1369.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Puranya's solution](#)

1370.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Puranya's solution](#)

1371.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Puranya's solution](#)

1372.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Puranya's solution](#)

1373.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Puranya's solution](#)

1374.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Puranya's solution](#)

1375.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

1376.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Puranya's solution](#)

1377.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Puranya's solution](#)

1378.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Puranya's solution](#)

1379.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Puranya's solution](#)

1380.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Puranya's solution](#)

1381.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[Puranya's solution](#)

1382.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Puranya's solution](#)

1383.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Puranya's solution](#)

1384.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Puranya's solution](#)

1385.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Puranya's solution](#)

1386.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Puranya's solution](#)

1387.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Puranya's solution](#)

1388.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Puranya's solution](#)

1389.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Puranya's solution](#)

1390.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Puranya's solution](#)

1391.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Puranya's solution](#)

1392.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Puranya's solution](#)

1393.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Puranya's solution](#)

1394.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Puranya's solution](#)

1395.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Puranya's solution](#)

1396.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Puranya's solution](#)

1397.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1398.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Puranya's solution](#)

1399.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Puranya's solution](#)

1400.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Puranya's solution](#)

1401.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1402.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Puranya's solution](#)

1403.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Puranya's solution](#)

1404.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Puranya's solution](#)

1405.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Puranya's solution](#)

1406.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Puranya's solution](#)

1407.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Puranya's solution](#)

1408.

999E

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

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Puranya's solution](#)

1409.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Puranya's solution](#)

1410.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Puranya's solution](#)

1411.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Puranya's solution](#)

1412.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Puranya's solution](#)

1413.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Puranya's solution](#)

1414.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Puranya's solution](#)

1415.

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

[Puranya's solution](#)

1416.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Puranya's solution](#)

1417.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Puranya's solution](#)

1418.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Puranya's solution](#)

1419.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Puranya's solution](#)

1420.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1421.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Puranya's solution](#)

1422.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Puranya's solution](#)

1423.

1910E

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

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Puranya's solution](#)

1424.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Puranya's solution](#)

1425.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Puranya's solution](#)

1426.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Puranya's solution](#)

1427.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Puranya's solution](#)

1428.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Puranya's solution](#)

1429.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1430.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Puranya's solution](#)

1431.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Puranya's solution](#)

1432.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1433.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Puranya's solution](#)

1434.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Puranya's solution](#)

1435.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Puranya's solution](#)

1436.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Puranya's solution](#)

1437.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Puranya's solution](#)

1438.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[Puranya's solution](#)

1439.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Puranya's solution](#)

1440.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1441.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Puranya's solution](#)

1442.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Puranya's solution](#)

1443.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

1444.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Puranya's solution](#)

1445.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Puranya's solution](#)

1446.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Puranya's solution](#)

1447.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Puranya's solution](#)

1448.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Puranya's solution](#)

1449.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Puranya's solution](#)

1450.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Puranya's solution](#)

1451.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Puranya's solution](#)

1452.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Puranya's solution](#)

1453.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Puranya's solution](#)

1454.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Puranya's solution](#)

1455.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Puranya's solution](#)

1456.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Puranya's solution](#)

1457.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[Puranya's solution](#)

1458.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[Puranya's solution](#)

1459.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Puranya's solution](#)

1460.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[Puranya's solution](#)

1461.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[Puranya's solution](#)

1462.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Puranya's solution](#)

1463.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Puranya's solution](#)

1464.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[Puranya's solution](#)

1465.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Puranya's solution](#)

1466.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Puranya's solution](#)

1467.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Puranya's solution](#)

1468.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Puranya's solution](#)

1469.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Puranya's solution](#)

1470.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Puranya's solution](#)

1471.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Puranya's solution](#)

1472.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Puranya's solution](#)

1473.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Puranya's solution](#)

1474.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Puranya's solution](#)

1475.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Puranya's solution](#)

1476.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1477.

1926F

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

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Puranya's solution](#)

1478.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Puranya's solution](#)

1479.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Puranya's solution](#)

1480.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Puranya's solution](#)

1481.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Puranya's solution](#)

1482.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1483.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[Puranya's solution](#)

1484.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Puranya's solution](#)

1485.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Puranya's solution](#)

1486.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[Puranya's solution](#)

1487.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Puranya's solution](#)

1488.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Puranya's solution](#)

1489.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Puranya's solution](#)

1490.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Puranya's solution](#)

1491.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Puranya's solution](#)

1492.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Puranya's solution](#)

1493.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Puranya's solution](#)

1494.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Puranya's solution](#)

1495.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Puranya's solution](#)

1496.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Puranya's solution](#)

1497.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Puranya's solution](#)

1498.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Puranya's solution](#)

1499.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Puranya's solution](#)

1500.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Puranya's solution](#)

1501.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Puranya's solution](#)

1502.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Puranya's solution](#)

1503.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Puranya's solution](#)

1504.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Puranya's solution](#)

1505.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Puranya's solution](#)

1506.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Puranya's solution](#)

1507.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Puranya's solution](#)

1508.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Puranya's solution](#)

1509.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Puranya's solution](#)

1510.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Puranya's solution](#)

1511.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Puranya's solution](#)

1512.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Puranya's solution](#)

1513.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Puranya's solution](#)

1514.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Puranya's solution](#)

1515.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Puranya's solution](#)

1516.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Puranya's solution](#)

1517.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Puranya's solution](#)

1518.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Puranya's solution](#)

1519.

1980G

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

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

[Puranya's solution](#)

1520.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Puranya's solution](#)

1521.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1522.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Puranya's solution](#)

1523.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Puranya's solution](#)

1524.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Puranya's solution](#)

1525.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Puranya's solution](#)

1526.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Puranya's solution](#)

1527.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Puranya's solution](#)

1528.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Puranya's solution](#)

1529.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Puranya's solution](#)

1530.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Puranya's solution](#)

1531.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Puranya's solution](#)

1532.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Puranya's solution](#)

1533.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Puranya's solution](#)

1534.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Puranya's solution](#)

1535.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Puranya's solution](#)

1536.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Puranya's solution](#)

1537.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Puranya's solution](#)

1538.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Puranya's solution](#)

1539.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Puranya's solution](#)

1540.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Puranya's solution](#)

1541.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Puranya's solution](#)

1542.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Puranya's solution](#)

1543.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Puranya's solution](#)

1544.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Puranya's solution](#)

1545.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Puranya's solution](#)

1546.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Puranya's solution](#)

1547.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Puranya's solution](#)

1548.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1549.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1550.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Puranya's solution](#)

1551.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Puranya's solution](#)

1552.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[Puranya's solution](#)

1553.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Puranya's solution](#)

1554.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Puranya's solution](#)

1555.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Puranya's solution](#)

1556.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Puranya's solution](#)

1557.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Puranya's solution](#)

1558.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Puranya's solution](#)

1559.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Puranya's solution](#)

1560.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Puranya's solution](#)

1561.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Puranya's solution](#)

1562.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Puranya's solution](#)

1563.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Puranya's solution](#)

1564.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Puranya's solution](#)

1565.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Puranya's solution](#)

1566.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Puranya's solution](#)

1567.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Puranya's solution](#)

1568.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Puranya's solution](#)

1569.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Puranya's solution](#)

1570.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Puranya's solution](#)

1571.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Puranya's solution](#)

1572.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Puranya's solution](#)

1573.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Puranya's solution](#)

1574.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Puranya's solution](#)

1575.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Puranya's solution](#)

1576.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Puranya's solution](#)

1577.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Puranya's solution](#)

1578.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Puranya's solution](#)

1579.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Puranya's solution](#)

1580.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Puranya's solution](#)

1581.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Puranya's solution](#)

1582.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Puranya's solution](#)

1583.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Puranya's solution](#)

1584.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Puranya's solution](#)

1585.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Puranya's solution](#)

1586.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Puranya's solution](#)

1587.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Puranya's solution](#)

1588.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Puranya's solution](#)

1589.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Puranya's solution](#)

1590.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Puranya's solution](#)

1591.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Puranya's solution](#)

1592.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Puranya's solution](#)

1593.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Puranya's solution](#)

1594.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Puranya's solution](#)

1595.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Puranya's solution](#)

1596.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Puranya's solution](#)

1597.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Puranya's solution](#)

1598.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Puranya's solution](#)

1599.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Puranya's solution](#)

1600.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Puranya's solution](#)

1601.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Puranya's solution](#)

1602.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Puranya's solution](#)

1603.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Puranya's solution](#)

1604.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Puranya's solution](#)

1605.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Puranya's solution](#)

1606.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Puranya's solution](#)

1607.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Puranya's solution](#)

1608.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Puranya's solution](#)

1609.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Puranya's solution](#)

1610.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Puranya's solution](#)

1611.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Puranya's solution](#)

1612.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Puranya's solution](#)

1613.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Puranya's solution](#)

1614.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

1615.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Puranya's solution](#)

1616.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Puranya's solution](#)

1617.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Puranya's solution](#)

1618.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Puranya's solution](#)

1619.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Puranya's solution](#)

1620.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Puranya's solution](#)

1621.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Puranya's solution](#)

1622.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Puranya's solution](#)

1623.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Puranya's solution](#)

1624.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Puranya's solution](#)

1625.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Puranya's solution](#)

1626.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Puranya's solution](#)

1627.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Puranya's solution](#)

1628.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Puranya's solution](#)

1629.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Puranya's solution](#)

1630.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Puranya's solution](#)

1631.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Puranya's solution](#)

1632.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Puranya's solution](#)

1633.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Puranya's solution](#)

1634.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Puranya's solution](#)

1635.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1636.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1637.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[Puranya's solution](#)

1638.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Puranya's solution](#)

1639.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1640.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1641.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1642.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Puranya's solution](#)

1643.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Puranya's solution](#)

1644.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[Puranya's solution](#)

1645.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Puranya's solution](#)

1646.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Puranya's solution](#)

1647.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1648.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1649.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1650.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Puranya's solution](#)

1651.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1652.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1653.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1654.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1655.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1656.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1657.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1658.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Puranya's solution](#)

1659.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1660.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1661.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1662.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1663.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1664.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1665.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1666.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1667.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1668.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1669.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1670.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1671.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1672.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1673.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1674.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1675.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1676.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1677.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Puranya's solution](#)

1678.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1679.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1680.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1681.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1682.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1683.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1684.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Puranya's solution](#)

1685.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Puranya's solution](#)

1686.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Puranya's solution](#)

1687.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Puranya's solution](#)

1688.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Puranya's solution](#)

1689.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Puranya's solution](#)

1690.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Puranya's solution](#)

1691.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[Puranya's solution](#)

1692.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Puranya's solution](#)

1693.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Puranya's solution](#)

1694.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Puranya's solution](#)

1695.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[Puranya's solution](#)

1696.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Puranya's solution](#)