

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

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# Unique solved — Qwerty1232

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

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Count: 672

1.

2161A

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2.

2164A

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3.

2157A

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4.

2180B

[Ashmal](#) · [Tutorial](#)

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5.

2180A

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[Qwerty1232's solution](#)

6.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#)

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7.

2122A

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8.

2124A

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9.

2048A

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**10.**

2039A

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2002A

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**12.**

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**13.**

1975A

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Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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**14.**

1930A

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**15.**

1919B

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1919A

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**17.**

1870A

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**18.**

1844A

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Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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**19.**

1842A

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**20.**

1810B

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**21.**

1810A

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1804A

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**24.**

1789B

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**25.**

1789A

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1787A

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1779A

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**29.**

1769A

[B47CmDò 4Cä @ Cä3C](#)

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**30.**

1764A

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**31.**

1750A

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**32.**

1750B

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**33.**

1704A

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**34.**

1696A

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1634A

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**36.**

1566B

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**37.**

1566A

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**38.**

1550A

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**39.**

1513A

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**40.**

1482A

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**41.**

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1474A

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**43.**

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1466A

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1455A

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**46.**

1415A

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**47.**

1440A

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**48.**

1438A

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**49.**

1388A

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**50.**

1389A

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51.

1371A

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52.

1369A

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53.

1360B

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54.

1360A

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55.

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56.

1353B

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57.

1353A

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58.

1352A

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59.

1351A

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60.

1348A

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61.

1343B

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**62.**

1337A

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**63.**

1335A

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**64.**

1325B

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**65.**

1325A

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**66.**

1312A

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**67.**

1311A

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**68.**

1315A

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**69.**

1269A

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**70.**

1304A

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**71.**

1307A

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**72.**

1301A

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**73.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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**74.**

1296A

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**76.**

1287A

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1285A

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**78.**

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**79.**

1178A

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**80.**

2157B

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**81.**

2048B

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**82.**

1779B

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**83.**

1764B

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84.

1696B

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85.

1584C

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86.

1475B

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87.

1475A

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88.

1440B

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89.

1420A

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90.

1373B

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91.

1354A

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92.

1351B

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93.

1341A

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94.

1343A

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- 95.**  
1326B  
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- 97.**  
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1248B  
[Grow The Tree](#) · [Tutorial](#)  
Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Qwerty1232's solution](#)
- 99.**  
1339A  
[Filling Diamonds](#) · [Tutorial](#)  
Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math  
[Qwerty1232's solution](#)
- 100.**  
1330A  
[Dreamoon and Ranking Collection](#) · [Tutorial](#)  
Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Qwerty1232's solution](#)
- 101.**  
1324A  
[Yet Another Tetris Problem](#) · [Tutorial](#)  
Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[Qwerty1232's solution](#)
- 102.**  
1291A  
[Even But Not Even](#) · [Tutorial](#)  
Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[Qwerty1232's solution](#)
- 103.**  
1296B  
[Food Buying](#) · [Tutorial](#)  
Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Qwerty1232's solution](#)
- 104.**  
1213A  
[Chips Moving](#) · [Tutorial](#)  
Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Qwerty1232's solution](#)
- 105.**  
1295A  
[Display The Number](#) · [Tutorial](#)  
Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Qwerty1232's solution](#)

**106.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Qwerty1232's solution](#)

**107.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**108.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**109.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Qwerty1232's solution](#)

**110.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Qwerty1232's solution](#)

**111.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Qwerty1232's solution](#)

**112.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Qwerty1232's solution](#)

**113.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Qwerty1232's solution](#)

**114.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**115.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Qwerty1232's solution](#)

**116.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Qwerty1232's solution](#)

**117.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Qwerty1232's solution](#)

**118.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Qwerty1232's solution](#)

**119.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Qwerty1232's solution](#)

**120.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Qwerty1232's solution](#)

**121.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Qwerty1232's solution](#)

**122.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Qwerty1232's solution](#)

**123.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Qwerty1232's solution](#)

**124.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Qwerty1232's solution](#)

**125.**

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Qwerty1232's solution](#)

**126.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Qwerty1232's solution](#)

**127.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Qwerty1232's solution](#)

**128.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Qwerty1232's solution](#)

**129.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Qwerty1232's solution](#)

**130.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Qwerty1232's solution](#)

**131.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Qwerty1232's solution](#)

**132.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**133.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Qwerty1232's solution](#)

**134.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Qwerty1232's solution](#)

**135.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Qwerty1232's solution](#)

**136.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Qwerty1232's solution](#)

**137.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Qwerty1232's solution](#)

**138.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**139.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Qwerty1232's solution](#)

**140.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · Python 3 (first AC) · Tags: combinatorics, greedy, math

[Qwerty1232's solution](#)

**141.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**142.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math

[Qwerty1232's solution](#)

**143.**

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-11-23 · MS C++ 2017 (first AC) · Tags: implementation

[Qwerty1232's solution](#)

**144.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: brute force, strings, two pointers

[Qwerty1232's solution](#)

**145.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: strings

[Qwerty1232's solution](#)

**146.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Qwerty1232's solution](#)

**147.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**148.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Qwerty1232's solution](#)

**149.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Qwerty1232's solution](#)

**150.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Qwerty1232's solution](#)

**151.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Qwerty1232's solution](#)

**152.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[Qwerty1232's solution](#)

**153.**

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Qwerty1232's solution](#)

**154.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Qwerty1232's solution](#)

**155.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**156.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Qwerty1232's solution](#)

**157.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Qwerty1232's solution](#)

**158.**

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Qwerty1232's solution](#)

**159.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Qwerty1232's solution](#)

**160.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Qwerty1232's solution](#)

**161.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Qwerty1232's solution](#)

**162.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Qwerty1232's solution](#)

**163.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Qwerty1232's solution](#)

**164.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Qwerty1232's solution](#)

**165.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Qwerty1232's solution](#)

**166.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**167.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: binary search, brute force, implementation

[Qwerty1232's solution](#)

**168.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · MS C++ 2017 (first AC) · Tags: math

[Qwerty1232's solution](#)

**169.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, sortings, two pointers

[Qwerty1232's solution](#)

**170.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Qwerty1232's solution](#)

**171.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Qwerty1232's solution](#)

**172.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Qwerty1232's solution](#)

**173.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Qwerty1232's solution](#)

**174.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Qwerty1232's solution](#)

**175.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Qwerty1232's solution](#)

**176.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**177.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Qwerty1232's solution](#)

**178.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Qwerty1232's solution](#)

**179.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Qwerty1232's solution](#)

**180.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Qwerty1232's solution](#)

**181.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Qwerty1232's solution](#)

**182.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Qwerty1232's solution](#)

**183.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Qwerty1232's solution](#)

**184.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Qwerty1232's solution](#)

**185.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Qwerty1232's solution](#)

**186.**

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Qwerty1232's solution](#)

**187.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**188.**

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Qwerty1232's solution](#)

**189.**

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Qwerty1232's solution](#)

**190.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Qwerty1232's solution](#)

**191.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Qwerty1232's solution](#)

**192.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Qwerty1232's solution](#)

**193.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**194.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Qwerty1232's solution](#)

**195.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Qwerty1232's solution](#)

**196.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Qwerty1232's solution](#)

**197.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[Qwerty1232's solution](#)

**198.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Qwerty1232's solution](#)

**199.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Qwerty1232's solution](#)

**200.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Qwerty1232's solution](#)

**201.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Qwerty1232's solution](#)

**202.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Qwerty1232's solution](#)

**203.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Qwerty1232's solution](#)

**204.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Qwerty1232's solution](#)

**205.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Qwerty1232's solution](#)

**206.**

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Qwerty1232's solution](#)

**207.**

1466C

[Canine poetry](#) · [Tutorial](#)

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

[Qwerty1232's solution](#)

**208.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Qwerty1232's solution](#)

**209.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

[Qwerty1232's solution](#)

**210.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Qwerty1232's solution](#)

**211.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Qwerty1232's solution](#)

**212.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Qwerty1232's solution](#)

**213.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Qwerty1232's solution](#)

**214.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Qwerty1232's solution](#)

**215.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Qwerty1232's solution](#)

**216.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Qwerty1232's solution](#)

**217.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Qwerty1232's solution](#)

**218.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Qwerty1232's solution](#)

**219.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Qwerty1232's solution](#)

**220.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Qwerty1232's solution](#)

**221.**

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**222.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Qwerty1232's solution](#)

**223.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Qwerty1232's solution](#)

**224.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Qwerty1232's solution](#)

**225.**

1225B2

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Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-11-23 · MS C++ 2017 (first AC) · Tags: implementation, two pointers

[Qwerty1232's solution](#)

**226.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Qwerty1232's solution](#)

**227.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Qwerty1232's solution](#)

**228.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Qwerty1232's solution](#)

**229.**

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Qwerty1232's solution](#)

**230.**

1893A

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Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Qwerty1232's solution](#)

**231.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**232.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Qwerty1232's solution](#)

**233.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**234.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Qwerty1232's solution](#)

**235.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Qwerty1232's solution](#)

**236.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Qwerty1232's solution](#)

**237.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Qwerty1232's solution](#)

**238.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Qwerty1232's solution](#)

**239.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Qwerty1232's solution](#)

**240.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Qwerty1232's solution](#)

**241.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Qwerty1232's solution](#)

**242.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Qwerty1232's solution](#)

**243.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Qwerty1232's solution](#)

**244.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Qwerty1232's solution](#)

**245.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Qwerty1232's solution](#)

**246.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · Python 3 (first AC) · Tags: binary search, geometry, math, ternary search

[Qwerty1232's solution](#)

**247.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**248.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Qwerty1232's solution](#)

**249.**

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Qwerty1232's solution](#)

**250.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Qwerty1232's solution](#)

**251.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Qwerty1232's solution](#)

**252.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Qwerty1232's solution](#)

**253.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Qwerty1232's solution](#)

**254.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qwerty1232's solution](#)

**255.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Qwerty1232's solution](#)

**256.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Qwerty1232's solution](#)

**257.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Qwerty1232's solution](#)

**258.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · Python 3 (first AC) · Tags: greedy, strings

[Qwerty1232's solution](#)

**259.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Qwerty1232's solution](#)

**260.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Qwerty1232's solution](#)

**261.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Qwerty1232's solution](#)

**262.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Qwerty1232's solution](#)

**263.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Qwerty1232's solution](#)

**264.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**265.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Qwerty1232's solution](#)

**266.**

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Qwerty1232's solution](#)

**267.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Qwerty1232's solution](#)

**268.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Qwerty1232's solution](#)

**269.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Qwerty1232's solution](#)

**270.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Qwerty1232's solution](#)

**271.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Qwerty1232's solution](#)

**272.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Qwerty1232's solution](#)

**273.**

1339C

[Powered Addition](#) · [Tutorial](#)

Quality: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Qwerty1232's solution](#)

**274.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Qwerty1232's solution](#)

**275.**

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Qwerty1232's solution](#)

**276.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Qwerty1232's solution](#)

**277.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Qwerty1232's solution](#)

**278.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Qwerty1232's solution](#)

**279.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Qwerty1232's solution](#)

**280.**

1299A

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

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

[Qwerty1232's solution](#)

**281.**

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Qwerty1232's solution](#)

**282.**

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Qwerty1232's solution](#)

**283.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Qwerty1232's solution](#)

**284.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Qwerty1232's solution](#)

**285.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Qwerty1232's solution](#)

**286.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Qwerty1232's solution](#)

**287.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Qwerty1232's solution](#)

**288.**

1782C

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

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

[Qwerty1232's solution](#)

**289.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Qwerty1232's solution](#)

**290.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Qwerty1232's solution](#)

**291.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Qwerty1232's solution](#)

**292.**

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Qwerty1232's solution](#)

**293.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Qwerty1232's solution](#)

**294.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Qwerty1232's solution](#)

**295.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Qwerty1232's solution](#)

**296.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Qwerty1232's solution](#)

**297.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Qwerty1232's solution](#)

**298.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Qwerty1232's solution](#)

**299.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Qwerty1232's solution](#)

**300.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Qwerty1232's solution](#)

**301.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Qwerty1232's solution](#)

**302.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Qwerty1232's solution](#)

**303.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Qwerty1232's solution](#)

**304.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Qwerty1232's solution](#)

**305.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**306.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Qwerty1232's solution](#)

**307.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Qwerty1232's solution](#)

**308.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Qwerty1232's solution](#)

**309.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Qwerty1232's solution](#)

**310.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Qwerty1232's solution](#)

**311.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Qwerty1232's solution](#)

**312.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Qwerty1232's solution](#)

**313.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Qwerty1232's solution](#)

**314.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Qwerty1232's solution](#)

**315.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Qwerty1232's solution](#)

**316.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Qwerty1232's solution](#)

**317.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Qwerty1232's solution](#)

**318.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Qwerty1232's solution](#)

**319.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Qwerty1232's solution](#)

**320.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Qwerty1232's solution](#)

**321.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Qwerty1232's solution](#)

**322.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Qwerty1232's solution](#)

**323.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Qwerty1232's solution](#)

**324.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

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

[Qwerty1232's solution](#)

**325.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Qwerty1232's solution](#)

**326.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Qwerty1232's solution](#)

**327.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Qwerty1232's solution](#)

**328.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Qwerty1232's solution](#)

**329.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Qwerty1232's solution](#)

**330.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Qwerty1232's solution](#)

**331.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Qwerty1232's solution](#)

**332.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Qwerty1232's solution](#)

**333.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Qwerty1232's solution](#)

**334.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Qwerty1232's solution](#)

**335.**

1341D

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

Rating: 1700 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Qwerty1232's solution](#)

**336.**

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Qwerty1232's solution](#)

**337.**

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Qwerty1232's solution](#)

**338.**

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Qwerty1232's solution](#)

**339.**

1248C

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

Rating: 1700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Qwerty1232's solution](#)

**340.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Qwerty1232's solution](#)

**341.**

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Qwerty1232's solution](#)

**342.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Qwerty1232's solution](#)

**343.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Qwerty1232's solution](#)

**344.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Qwerty1232's solution](#)

**345.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Qwerty1232's solution](#)

**346.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Qwerty1232's solution](#)

**347.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Qwerty1232's solution](#)

**348.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Qwerty1232's solution](#)

**349.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Qwerty1232's solution](#)

**350.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Qwerty1232's solution](#)

**351.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Qwerty1232's solution](#)

**352.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Qwerty1232's solution](#)

**353.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Qwerty1232's solution](#)

**354.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Qwerty1232's solution](#)

**355.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Qwerty1232's solution](#)

**356.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Qwerty1232's solution](#)

**357.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Qwerty1232's solution](#)

**358.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Qwerty1232's solution](#)

**359.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Qwerty1232's solution](#)

**360.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Qwerty1232's solution](#)

**361.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Qwerty1232's solution](#)

**362.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Qwerty1232's solution](#)

**363.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Qwerty1232's solution](#)

**364.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Qwerty1232's solution](#)

**365.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Qwerty1232's solution](#)

**366.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Qwerty1232's solution](#)

**367.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Qwerty1232's solution](#)

**368.**

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Qwerty1232's solution](#)

**369.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Qwerty1232's solution](#)

**370.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Qwerty1232's solution](#)

**371.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Qwerty1232's solution](#)

**372.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Qwerty1232's solution](#)

**373.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Qwerty1232's solution](#)

**374.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Qwerty1232's solution](#)

**375.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Qwerty1232's solution](#)

**376.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Qwerty1232's solution](#)

**377.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Qwerty1232's solution](#)

**378.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Qwerty1232's solution](#)

**379.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Qwerty1232's solution](#)

**380.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Qwerty1232's solution](#)

**381.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Qwerty1232's solution](#)

**382.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Qwerty1232's solution](#)

**383.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · last AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Qwerty1232's solution](#)

**384.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Qwerty1232's solution](#)

**385.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Qwerty1232's solution](#)

**386.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Qwerty1232's solution](#)

**387.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Qwerty1232's solution](#)

**388.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Qwerty1232's solution](#)

**389.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Qwerty1232's solution](#)

**390.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**391.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Qwerty1232's solution](#)

**392.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Qwerty1232's solution](#)

**393.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Qwerty1232's solution](#)

**394.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Qwerty1232's solution](#)

**395.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Qwerty1232's solution](#)

**396.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-02-28 · last AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Qwerty1232's solution](#)

**397.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Qwerty1232's solution](#)

**398.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Qwerty1232's solution](#)

**399.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Qwerty1232's solution](#)

**400.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Qwerty1232's solution](#)

**401.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Qwerty1232's solution](#)

**402.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Qwerty1232's solution](#)

**403.**

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

[Qwerty1232's solution](#)

**404.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Qwerty1232's solution](#)

**405.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Qwerty1232's solution](#)

**406.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Qwerty1232's solution](#)

**407.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Qwerty1232's solution](#)

**408.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Qwerty1232's solution](#)

**409.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Qwerty1232's solution](#)

**410.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Qwerty1232's solution](#)

**411.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Qwerty1232's solution](#)

**412.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Qwerty1232's solution](#)

**413.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[Qwerty1232's solution](#)

**414.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Qwerty1232's solution](#)

**415.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Qwerty1232's solution](#)

**416.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Qwerty1232's solution](#)

**417.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**418.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Qwerty1232's solution](#)

**419.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Qwerty1232's solution](#)

**420.**

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Qwerty1232's solution](#)

**421.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Qwerty1232's solution](#)

**422.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Qwerty1232's solution](#)

**423.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Qwerty1232's solution](#)

**424.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Qwerty1232's solution](#)

**425.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Qwerty1232's solution](#)

**426.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Qwerty1232's solution](#)

**427.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Qwerty1232's solution](#)

**428.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Qwerty1232's solution](#)

**429.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2024-12-06 · last AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Qwerty1232's solution](#)

**430.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Qwerty1232's solution](#)

**431.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Qwerty1232's solution](#)

**432.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**433.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Qwerty1232's solution](#)

**434.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Qwerty1232's solution](#)

**435.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Qwerty1232's solution](#)

**436.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Qwerty1232's solution](#)

**437.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Qwerty1232's solution](#)

**438.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Qwerty1232's solution](#)

**439.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Qwerty1232's solution](#)

**440.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-11-29 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Qwerty1232's solution](#)

**441.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Qwerty1232's solution](#)

**442.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Qwerty1232's solution](#)

**443.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Qwerty1232's solution](#)

**444.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[Qwerty1232's solution](#)

**445.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Qwerty1232's solution](#)

**446.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Qwerty1232's solution](#)

**447.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Qwerty1232's solution](#)

**448.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Qwerty1232's solution](#)

**449.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Qwerty1232's solution](#)

**450.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Qwerty1232's solution](#)

**451.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy,

implementation, matrices, sortings

[Qwerty1232's solution](#)

**452.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Qwerty1232's solution](#)

**453.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Qwerty1232's solution](#)

**454.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Qwerty1232's solution](#)

**455.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Qwerty1232's solution](#)

**456.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Qwerty1232's solution](#)

**457.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Qwerty1232's solution](#)

**458.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**459.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Qwerty1232's solution](#)

**460.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Qwerty1232's solution](#)

**461.**

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Qwerty1232's solution](#)

**462.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Qwerty1232's solution](#)

**463.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Qwerty1232's solution](#)

**464.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Qwerty1232's solution](#)

**465.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Qwerty1232's solution](#)

**466.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Qwerty1232's solution](#)

**467.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Qwerty1232's solution](#)

**468.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Qwerty1232's solution](#)

**469.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Qwerty1232's solution](#)

**470.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Qwerty1232's solution](#)

**471.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Qwerty1232's solution](#)

**472.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Qwerty1232's solution](#)

**473.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[Qwerty1232's solution](#)

**474.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Qwerty1232's solution](#)

**475.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Qwerty1232's solution](#)

**476.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Qwerty1232's solution](#)

**477.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Qwerty1232's solution](#)

**478.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Qwerty1232's solution](#)

**479.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Qwerty1232's solution](#)

**480.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Qwerty1232's solution](#)

**481.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Qwerty1232's solution](#)

**482.**

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

[Qwerty1232's solution](#)

**483.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Qwerty1232's solution](#)

**484.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Qwerty1232's solution](#)

**485.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Qwerty1232's solution](#)

**486.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Qwerty1232's solution](#)

**487.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Qwerty1232's solution](#)

**488.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Qwerty1232's solution](#)

**489.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Qwerty1232's solution](#)

**490.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

divide and conquer

[Qwerty1232's solution](#)

**491.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Qwerty1232's solution](#)

**492.**

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2020-05-03 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[Qwerty1232's solution](#)

**493.**

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Qwerty1232's solution](#)

**494.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · last AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Qwerty1232's solution](#)

**495.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Qwerty1232's solution](#)

**496.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Qwerty1232's solution](#)

**497.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Qwerty1232's solution](#)

**498.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Qwerty1232's solution](#)

**499.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Qwerty1232's solution](#)

**500.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Qwerty1232's solution](#)

### 501.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Qwerty1232's solution](#)

### 502.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Qwerty1232's solution](#)

### 503.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Qwerty1232's solution](#)

### 504.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Qwerty1232's solution](#)

### 505.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Qwerty1232's solution](#)

### 506.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Qwerty1232's solution](#)

### 507.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Qwerty1232's solution](#)

### 508.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Qwerty1232's solution](#)

### 509.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Qwerty1232's solution](#)

**510.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-03-29 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Qwerty1232's solution](#)

**511.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Qwerty1232's solution](#)

**512.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Qwerty1232's solution](#)

**513.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Qwerty1232's solution](#)

**514.**

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Qwerty1232's solution](#)

**515.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Qwerty1232's solution](#)

**516.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Qwerty1232's solution](#)

**517.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Qwerty1232's solution](#)

**518.**

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Qwerty1232's solution](#)

**519.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Qwerty1232's solution](#)

**520.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2020-12-04 · last AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Qwerty1232's solution](#)

**521.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Qwerty1232's solution](#)

**522.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[Qwerty1232's solution](#)

**523.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[Qwerty1232's solution](#)

**524.**

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Qwerty1232's solution](#)

**525.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Qwerty1232's solution](#)

**526.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Qwerty1232's solution](#)

**527.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Qwerty1232's solution](#)

**528.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Qwerty1232's solution](#)

**529.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Qwerty1232's solution](#)

**530.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Qwerty1232's solution](#)

**531.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Qwerty1232's solution](#)

**532.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Qwerty1232's solution](#)

**533.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Qwerty1232's solution](#)

**534.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Qwerty1232's solution](#)

**535.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Qwerty1232's solution](#)

**536.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Qwerty1232's solution](#)

**537.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Qwerty1232's solution](#)

**538.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Qwerty1232's solution](#)

**539.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Qwerty1232's solution](#)

**540.**

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Qwerty1232's solution](#)

**541.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Qwerty1232's solution](#)

**542.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Qwerty1232's solution](#)

**543.**

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-11-16 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Qwerty1232's solution](#)

**544.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Qwerty1232's solution](#)

**545.**

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Qwerty1232's solution](#)

**546.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Qwerty1232's solution](#)

**547.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[Qwerty1232's solution](#)

**548.**

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Qwerty1232's solution](#)

**549.**

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs

[Qwerty1232's solution](#)

**550.**

103575C

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**551.**

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**552.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**553.**

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**554.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**555.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**556.**

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**557.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**558.**

102268I

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**559.**

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**560.**

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**561.**

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**562.**

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**563.**

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**564.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**565.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**566.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**567.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**568.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**569.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**570.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**571.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**572.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**573.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**574.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**575.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**576.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**577.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**578.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**579.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**580.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Qwerty1232's solution](#)

**581.**

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**582.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**583.**

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**584.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**585.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**586.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**587.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**588.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**589.**

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**590.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**591.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**592.**

105427I

[Intertwined](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**593.**

105427E

[Electronic Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**594.**

105427G

[Groups of Strangers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**595.**

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**596.**

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**597.**

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**598.**

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**599.**

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**600.**

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**601.**

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**602.**

104832I

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**603.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**604.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**605.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**606.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**607.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**608.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**609.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**610.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**611.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**612.**

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**613.**

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**614.**

104854E

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

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**615.**

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**616.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**617.**

104854B

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

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**618.**

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**619.**

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**620.**

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**621.**

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**622.**

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**623.**

104757H

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**624.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**625.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**626.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**627.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**628.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**629.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**630.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**631.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**632.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**633.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**634.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**635.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**636.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**637.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**638.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**639.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**640.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**641.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**642.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**643.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**644.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**645.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**646.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**647.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**648.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**649.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**650.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**651.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**652.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**653.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**654.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**655.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**656.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**657.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**658.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**659.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**660.**

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**661.**

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**662.**

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**663.**

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**664.**

104985D

[Bill Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**665.**

104985C

[Helicopter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**666.**

104985B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**667.**

104985A

[Episodes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**668.**

104162I

[A4C468CR GC,,AC`0](#)

Rating: — · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**669.**

1035338

[A0x0D0D :C€](#)

Rating: — · first AC: 2022-01-20 · last AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**670.**

102893I

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

Rating: — · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Qwerty1232's solution](#)

**671.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · Python 3 (first AC) · Tags: —

[Qwerty1232's solution](#)

**672.**

102558B

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Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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