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Unique solved — Ra16bit

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

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Filters: none

Count: 2,469

1.

2211A

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2.

2207A

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3.

2203A

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4.

2170A

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

Quality: 19,925 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [math](#)

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5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#)

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6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [strings](#)

[Ra16bit's solution](#)

7.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)

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8.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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9.

2180B

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10.

2180A

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11.

2154A

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Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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12.

2064A

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13.

851A

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14.

2161A

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15.

1440A

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16.

2152A

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17.

918A

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18.

1529A

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19.

1369A

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20.

2141A

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- 21.**
1694A
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- 22.**
282A
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Quality: 358,275 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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- 23.**
2127A
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2096A
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2062A
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2061A
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2056A
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2055A
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2057A
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2053A
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1764A
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32.

2043A

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33.

2048A

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34.

2029A

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35.

2034A

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Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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36.

2039A

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37.

2035A

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38.

2003B

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39.

2003A

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40.

2004A

[Closest Point](#) · [Tutorial](#)

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41.

1998A

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42.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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43.

1991A

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44.

1983A

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[Ra16bit's solution](#)

45.

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

46.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

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47.

1843B

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48.

1843A

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[Ra16bit's solution](#)

49.

1899A

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50.

1987A

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51.

1982A

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52.

1975A

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sortings

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53.

1789B

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54.

1789A

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[Ra16bit's solution](#)

55.

1797A

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Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

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56.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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57.

1955A

[Yogurt Sale](#) · [Tutorial](#)

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[Ra16bit's solution](#)

58.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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59.

1945A

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60.

1941A

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61.

1935A

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62.

1928A

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63.

1929B

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1929A

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[Ra16bit's solution](#)

65.

1930A

[Maximise The Score](#) · [Tutorial](#)

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66.

1762A

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67.

1920A

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68.

1919B

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69.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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70.

1916A

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71.

1907A

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Quality: 41,756 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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72.

1896A

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Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
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73.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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74.

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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75.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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76.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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77.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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78.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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79.

1781A

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80.

1775A1

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81.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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82.

1774A

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83.

1769A

[B47C0D0 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

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- 84.**
1761A
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[Ra16bit's solution](#)
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1750B
[Maximum Substring](#) · [Tutorial](#)
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1750A
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1740B
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1740A
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1746B
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1746A
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1704A
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1684B
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1684A
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95.

1672B

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96.

1672A

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97.

1656A

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98.

1654B

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99.

1654A

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100.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Ra16bit's solution](#)

101.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

102.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

103.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

104.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

105.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ra16bit's solution](#)

106.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

107.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Ra16bit's solution](#)

108.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Ra16bit's solution](#)

109.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

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110.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

111.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Ra16bit's solution](#)

112.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

113.

1544B

[Putting Plates](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

114.

1544A

[Binary Decimal](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

115.

1534A

[Colour the Flag](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

116.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

117.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

118.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

119.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

120.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

121.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ra16bit's solution](#)

122.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Ra16bit's solution](#)

123.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

124.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Ra16bit's solution](#)

125.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ra16bit's solution](#)

126.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

127.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ra16bit's solution](#)

128.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ra16bit's solution](#)

129.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

130.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[Ra16bit's solution](#)

131.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ra16bit's solution](#)

132.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

133.

1347C

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

Rating: 800 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

134.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

135.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

136.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

137.

1231A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation

[Ra16bit's solution](#)

138.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

139.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Ra16bit's solution](#)

140.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[Ra16bit's solution](#)

141.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

142.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

143.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

144.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Ra16bit's solution](#)

145.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

146.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Ra16bit's solution](#)

147.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

148.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math
[Ra16bit's solution](#)

149.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory
[Ra16bit's solution](#)

150.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[Ra16bit's solution](#)

151.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

152.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

153.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation
[Ra16bit's solution](#)

154.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

155.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

156.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,209 global accepts · Rating: 800 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

157.

59A

[Word](#) · [Tutorial](#)

Quality: 227,916 global accepts · Rating: 800 · first AC: 2011-02-18 · GNU C++ (first AC) · Tags: implementation, strings
[Ra16bit's solution](#)

158.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math
[Ra16bit's solution](#)

159.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

160.

38A

[Army](#) · [Tutorial](#)

Quality: 26,487 global accepts · Rating: 800 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

161.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2010-07-18 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

162.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2010-07-20 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

163.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2010-04-17 · GNU C++ (first AC) · Tags: math, probabilities

[Ra16bit's solution](#)

164.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

165.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Ra16bit's solution](#)

166.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

167.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ra16bit's solution](#)

168.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

169.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

170.

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

171.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

172.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

173.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

174.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

175.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

176.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

177.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

178.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

179.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

180.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ra16bit's solution](#)

181.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Ra16bit's solution](#)

182.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

183.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

184.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

185.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

186.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Ra16bit's solution](#)

187.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ra16bit's solution](#)

188.

1488A

[From Zero To Y](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

189.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Ra16bit's solution](#)

190.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

191.

1427A

[Avoiding Zero](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

192.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Ra16bit's solution](#)

193.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

194.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[Ra16bit's solution](#)

195.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Ra16bit's solution](#)

196.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Ra16bit's solution](#)

197.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Ra16bit's solution](#)

198.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

199.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Ra16bit's solution](#)

200.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

201.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

202.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Ra16bit's solution](#)

203.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Ra16bit's solution](#)

204.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2010-12-13 · GNU C++ (first AC) · Tags: implementation, schedules

[Ra16bit's solution](#)

205.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,766 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

206.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2010-07-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Ra16bit's solution](#)

207.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Ra16bit's solution](#)

208.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

209.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: brute force, geometry

[Ra16bit's solution](#)

210.

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Ra16bit's solution](#)

211.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

212.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[Ra16bit's solution](#)

213.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

214.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

215.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ra16bit's solution](#)

216.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ra16bit's solution](#)

217.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ra16bit's solution](#)

218.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

219.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Ra16bit's solution](#)

220.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ra16bit's solution](#)

221.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Ra16bit's solution](#)

222.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Ra16bit's solution](#)

223.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ra16bit's solution](#)

224.

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

[Ra16bit's solution](#)

225.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

226.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Ra16bit's solution](#)

227.

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

[Ra16bit's solution](#)

228.

1785A

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

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

[Ra16bit's solution](#)

229.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Ra16bit's solution](#)

230.

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

[Ra16bit's solution](#)

231.

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

[Ra16bit's solution](#)

232.

1769B1

[A = >T068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Ra16bit's solution](#)

233.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

234.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Ra16bit's solution](#)

235.

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

[Ra16bit's solution](#)

236.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Ra16bit's solution](#)

237.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

238.

1515B

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

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Ra16bit's solution](#)

239.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Ra16bit's solution](#)

240.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

241.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ra16bit's solution](#)

242.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

243.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Ra16bit's solution](#)

244.

1231B

[Ania and Minimizing](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

245.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

246.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

247.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

248.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[Ra16bit's solution](#)

249.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

250.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,690 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Ra16bit's solution](#)

251.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Ra16bit's solution](#)

252.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

253.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

254.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

255.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

256.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[Ra16bit's solution](#)

257.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation
[Ra16bit's solution](#)

258.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

259.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,689 global accepts · Rating: 1000 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: sortings
[Ra16bit's solution](#)

260.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: brute force
[Ra16bit's solution](#)

261.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[Ra16bit's solution](#)

262.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: implementation, math
[Ra16bit's solution](#)

263.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2010-05-14 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

264.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2010-05-05 · GNU C++ (first AC) · Tags: greedy, shortest paths
[Ra16bit's solution](#)

265.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2010-04-14 · GNU C++ (first AC) · Tags: math
[Ra16bit's solution](#)

266.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,623 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Ra16bit's solution](#)

267.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

268.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Ra16bit's solution](#)

269.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Ra16bit's solution](#)

270.

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ra16bit's solution](#)

271.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Ra16bit's solution](#)

272.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

273.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Ra16bit's solution](#)

274.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

275.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Ra16bit's solution](#)

276.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Ra16bit's solution](#)

277.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Ra16bit's solution](#)

278.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Ra16bit's solution](#)

279.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ra16bit's solution](#)

280.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Ra16bit's solution](#)

281.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Ra16bit's solution](#)

282.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

283.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

284.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

285.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Ra16bit's solution](#)

286.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Ra16bit's solution](#)

287.

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

[Ra16bit's solution](#)

288.

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
[Ra16bit's solution](#)

289.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Ra16bit's solution](#)

290.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ra16bit's solution](#)

291.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[Ra16bit's solution](#)

292.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Ra16bit's solution](#)

293.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Ra16bit's solution](#)

294.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ra16bit's solution](#)

295.

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
[Ra16bit's solution](#)

296.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Ra16bit's solution](#)

297.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Ra16bit's solution](#)

298.

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Ra16bit's solution](#)

299.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

300.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ra16bit's solution](#)

301.

1428C

[ABBB](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

302.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

303.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: greedy

[Ra16bit's solution](#)

304.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

305.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

306.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Ra16bit's solution](#)

307.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

308.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

309.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation
[Ra16bit's solution](#)

310.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

311.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp
[Ra16bit's solution](#)

312.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy
[Ra16bit's solution](#)

313.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

314.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings
[Ra16bit's solution](#)

315.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy
[Ra16bit's solution](#)

316.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation
[Ra16bit's solution](#)

317.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

318.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation, math
[Ra16bit's solution](#)

319.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

320.

103A

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

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math
[Ra16bit's solution](#)

321.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: implementation, math
[Ra16bit's solution](#)

322.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory
[Ra16bit's solution](#)

323.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, implementation
[Ra16bit's solution](#)

324.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

325.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2010-08-17 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

326.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[Ra16bit's solution](#)

327.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

328.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Ra16bit's solution](#)

329.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[Ra16bit's solution](#)

330.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[Ra16bit's solution](#)

331.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ra16bit's solution](#)

332.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ra16bit's solution](#)

333.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Ra16bit's solution](#)

334.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

335.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

336.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

337.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

338.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ra16bit's solution](#)

339.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ra16bit's solution](#)

340.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Ra16bit's solution](#)

341.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

342.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ra16bit's solution](#)

343.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Ra16bit's solution](#)

344.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ra16bit's solution](#)

345.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Ra16bit's solution](#)

346.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

347.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ra16bit's solution](#)

348.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

349.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ra16bit's solution](#)

350.

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Ra16bit's solution](#)

351.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Ra16bit's solution](#)

352.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Ra16bit's solution](#)

353.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Ra16bit's solution](#)

354.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[Ra16bit's solution](#)

355.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Ra16bit's solution](#)

356.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Ra16bit's solution](#)

357.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Ra16bit's solution](#)

358.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Ra16bit's solution](#)

359.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[Ra16bit's solution](#)

360.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees
[Ra16bit's solution](#)

361.

1769C1

[A6500ad CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Ra16bit's solution](#)

362.

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

[Ra16bit's solution](#)

363.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ra16bit's solution](#)

364.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

365.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

366.

1586B

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

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

[Ra16bit's solution](#)

367.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ra16bit's solution](#)

368.

1544C

[Pursuit](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

369.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

370.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Ra16bit's solution](#)

371.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

372.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Ra16bit's solution](#)

373.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

374.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

375.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Ra16bit's solution](#)

376.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Ra16bit's solution](#)

377.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ra16bit's solution](#)

378.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

379.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ra16bit's solution](#)

380.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Ra16bit's solution](#)

381.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Ra16bit's solution](#)

382.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

383.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

384.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ra16bit's solution](#)

385.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

386.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Ra16bit's solution](#)

387.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

388.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Ra16bit's solution](#)

389.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

390.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

391.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

392.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation

[Ra16bit's solution](#)

393.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Ra16bit's solution](#)

394.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,335 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

395.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

396.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

397.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

398.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[Ra16bit's solution](#)

399.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

400.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-04 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

401.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

402.

63B

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

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

403.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-02-18 · GNU C++ (first AC) · Tags: implementation, number theory

[Ra16bit's solution](#)

404.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

405.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

406.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Ra16bit's solution](#)

407.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

408.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2010-09-28 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

409.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2010-09-12 · GNU C++ (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

410.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: brute force, greedy

[Ra16bit's solution](#)

411.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2010-07-19 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

412.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

413.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2010-04-17 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Ra16bit's solution](#)

414.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2010-04-17 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Ra16bit's solution](#)

415.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: strings

[Ra16bit's solution](#)

416.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2010-03-27 · MS C++ (first AC) · Tags: greedy, two pointers

[Ra16bit's solution](#)

417.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2010-05-14 · GNU C++ (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

418.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ra16bit's solution](#)

419.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[Ra16bit's solution](#)

420.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Ra16bit's solution](#)

421.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ra16bit's solution](#)

422.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Ra16bit's solution](#)

423.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[Ra16bit's solution](#)

424.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Ra16bit's solution](#)

425.

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation,

sortings

[Ra16bit's solution](#)

426.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

427.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

428.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Ra16bit's solution](#)

429.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

430.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Ra16bit's solution](#)

431.

2023A

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

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

[Ra16bit's solution](#)

432.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ra16bit's solution](#)

433.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

434.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ra16bit's solution](#)

435.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Ra16bit's solution](#)

436.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Ra16bit's solution](#)

437.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Ra16bit's solution](#)

438.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Ra16bit's solution](#)

439.

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
[Ra16bit's solution](#)

440.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Ra16bit's solution](#)

441.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ra16bit's solution](#)

442.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Ra16bit's solution](#)

443.

1815A

[Ian 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
[Ra16bit's solution](#)

444.

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
[Ra16bit's solution](#)

445.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Ra16bit's solution](#)

446.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ra16bit's solution](#)

447.

1769C2

[A6700: D CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Ra16bit's solution](#)

448.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

449.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Ra16bit's solution](#)

450.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ra16bit's solution](#)

451.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

452.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

453.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

454.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

455.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Ra16bit's solution](#)

456.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Ra16bit's solution](#)

457.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Ra16bit's solution](#)

458.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[Ra16bit's solution](#)

459.

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
[Ra16bit's solution](#)

460.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[Ra16bit's solution](#)

461.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Ra16bit's solution](#)

462.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[Ra16bit's solution](#)

463.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[Ra16bit's solution](#)

464.

1347D

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

Rating: 1300 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

465.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Ra16bit's solution](#)

466.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Ra16bit's solution](#)

467.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Ra16bit's solution](#)

468.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Ra16bit's solution](#)

469.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Ra16bit's solution](#)

470.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

471.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ra16bit's solution](#)

472.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Ra16bit's solution](#)

473.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Ra16bit's solution](#)

474.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Ra16bit's solution](#)

475.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

476.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

477.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[Ra16bit's solution](#)

478.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

479.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, strings

[Ra16bit's solution](#)

480.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

481.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Ra16bit's solution](#)

482.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

483.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

484.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

485.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

486.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

487.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ra16bit's solution](#)

488.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[Ra16bit's solution](#)

489.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Ra16bit's solution](#)

490.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

491.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[Ra16bit's solution](#)

492.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

493.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

494.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

495.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

496.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

497.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: strings

[Ra16bit's solution](#)

498.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: implementation, two pointers

[Ra16bit's solution](#)

499.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Ra16bit's solution](#)

500.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

501.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

502.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Ra16bit's solution](#)

503.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

504.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2010-09-12 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Ra16bit's solution](#)

505.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2010-08-17 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

506.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Ra16bit's solution](#)

507.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

508.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Ra16bit's solution](#)

509.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Ra16bit's solution](#)

510.

851B

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

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Ra16bit's solution](#)

511.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Ra16bit's solution](#)

512.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Ra16bit's solution](#)

513.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Ra16bit's solution](#)

514.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Ra16bit's solution](#)

515.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Ra16bit's solution](#)

516.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Ra16bit's solution](#)

517.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ra16bit's solution](#)

518.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Ra16bit's solution](#)

519.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

520.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Ra16bit's solution](#)

521.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Ra16bit's solution](#)

522.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Ra16bit's solution](#)

523.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[Ra16bit's solution](#)

524.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Ra16bit's solution](#)

525.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[Ra16bit's solution](#)

526.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Ra16bit's solution](#)

527.

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
[Ra16bit's solution](#)

528.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms
[Ra16bit's solution](#)

529.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Ra16bit's solution](#)

530.

1893A

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

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

[Ra16bit's solution](#)

531.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Ra16bit's solution](#)

532.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ra16bit's solution](#)

533.

1769B2

[Ae>068D|>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Ra16bit's solution](#)

534.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ra16bit's solution](#)

535.

1750C

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

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

[Ra16bit's solution](#)

536.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Ra16bit's solution](#)

537.

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

[Ra16bit's solution](#)

538.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Ra16bit's solution](#)

539.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ra16bit's solution](#)

540.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Ra16bit's solution](#)

541.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Ra16bit's solution](#)

542.

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

[Ra16bit's solution](#)

543.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Ra16bit's solution](#)

544.

1515C

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

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

[Ra16bit's solution](#)

545.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Ra16bit's solution](#)

546.

1494B

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

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

[Ra16bit's solution](#)

547.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ra16bit's solution](#)

548.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[Ra16bit's solution](#)

549.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy,

implementation, sortings

[Ra16bit's solution](#)

550.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

551.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ra16bit's solution](#)

552.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

553.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Ra16bit's solution](#)

554.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Ra16bit's solution](#)

555.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

556.

1276A

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

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

[Ra16bit's solution](#)

557.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

558.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Ra16bit's solution](#)

559.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Ra16bit's solution](#)

560.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

561.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[Ra16bit's solution](#)

562.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Ra16bit's solution](#)

563.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Ra16bit's solution](#)

564.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ra16bit's solution](#)

565.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

566.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Ra16bit's solution](#)

567.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

568.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Ra16bit's solution](#)

569.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

570.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

571.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ra16bit's solution](#)

572.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

573.

438A

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

Rating: 1400 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

574.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

575.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

576.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Ra16bit's solution](#)

577.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Ra16bit's solution](#)

578.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

579.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[Ra16bit's solution](#)

580.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

581.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

582.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

583.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

584.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Ra16bit's solution](#)

585.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

586.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[Ra16bit's solution](#)

587.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

588.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

589.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: games, math, number theory

[Ra16bit's solution](#)

590.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,391 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Ra16bit's solution](#)

591.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math

[Ra16bit's solution](#)

592.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees

[Ra16bit's solution](#)

593.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

594.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

595.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

596.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

597.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

598.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

599.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Ra16bit's solution](#)

600.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

601.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

602.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

603.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

604.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,860 global accepts · Rating: 1400 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: graphs

[Ra16bit's solution](#)

605.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

606.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Ra16bit's solution](#)

607.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[Ra16bit's solution](#)

608.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[Ra16bit's solution](#)

609.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

610.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Ra16bit's solution](#)

611.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ra16bit's solution](#)

612.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

613.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ra16bit's solution](#)

614.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Ra16bit's solution](#)

615.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

616.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Ra16bit's solution](#)

617.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Ra16bit's solution](#)

618.

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

[Ra16bit's solution](#)

619.

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

[Ra16bit's solution](#)

620.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

621.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Ra16bit's solution](#)

622.

1621B

[Integers Shop](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

623.

1616C

[Representative Edges](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

624.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Ra16bit's solution](#)

625.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[Ra16bit's solution](#)

626.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[Ra16bit's solution](#)

627.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[Ra16bit's solution](#)

628.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[Ra16bit's solution](#)

629.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings
[Ra16bit's solution](#)

630.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[Ra16bit's solution](#)

631.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[Ra16bit's solution](#)

632.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ra16bit's solution](#)

633.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[Ra16bit's solution](#)

634.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Ra16bit's solution](#)

635.

1408C

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

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

[Ra16bit's solution](#)

636.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

637.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ra16bit's solution](#)

638.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

639.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Ra16bit's solution](#)

640.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Ra16bit's solution](#)

641.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ra16bit's solution](#)

642.

1264A

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

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

[Ra16bit's solution](#)

643.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

644.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

645.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Ra16bit's solution](#)

646.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graphs

[Ra16bit's solution](#)

647.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Ra16bit's solution](#)

648.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

649.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Ra16bit's solution](#)

650.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Ra16bit's solution](#)

651.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Ra16bit's solution](#)

652.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Ra16bit's solution](#)

653.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

654.

611C

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

Quality: 9,010 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

655.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

656.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

657.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

658.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

659.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

660.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

661.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

662.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

663.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

664.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

665.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Ra16bit's solution](#)

666.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

667.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Ra16bit's solution](#)

668.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Ra16bit's solution](#)

669.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[Ra16bit's solution](#)

670.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

671.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[Ra16bit's solution](#)

672.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Ra16bit's solution](#)

673.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[Ra16bit's solution](#)

674.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[Ra16bit's solution](#)

675.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Ra16bit's solution](#)

676.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[Ra16bit's solution](#)

677.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[Ra16bit's solution](#)

678.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

679.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[Ra16bit's solution](#)

680.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[Ra16bit's solution](#)

681.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

682.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

683.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

684.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

685.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

686.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

687.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, number theory

[Ra16bit's solution](#)

688.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Ra16bit's solution](#)

689.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[Ra16bit's solution](#)

690.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[Ra16bit's solution](#)

691.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

692.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

693.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[Ra16bit's solution](#)

694.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings

[Ra16bit's solution](#)

695.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

696.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[Ra16bit's solution](#)

697.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: strings

[Ra16bit's solution](#)

698.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2010-12-13 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

699.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2010-09-28 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[Ra16bit's solution](#)

700.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

701.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

702.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-07-18 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

703.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[Ra16bit's solution](#)

704.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

705.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2010-04-22 · GNU C++ (first AC) · Tags: hashing, implementation

[Ra16bit's solution](#)

706.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Ra16bit's solution](#)

707.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Ra16bit's solution](#)

708.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ra16bit's solution](#)

709.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Ra16bit's solution](#)

710.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Ra16bit's solution](#)

711.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Ra16bit's solution](#)

712.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Ra16bit's solution](#)

713.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Ra16bit's solution](#)

714.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Ra16bit's solution](#)

715.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ra16bit's solution](#)

716.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

717.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Ra16bit's solution](#)

718.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ra16bit's solution](#)

719.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[Ra16bit's solution](#)

720.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Ra16bit's solution](#)

721.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Ra16bit's solution](#)

722.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Ra16bit's solution](#)

723.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Ra16bit's solution](#)

724.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ra16bit's solution](#)

725.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Ra16bit's solution](#)

726.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Ra16bit's solution](#)

727.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

728.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

729.

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ra16bit's solution](#)

730.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Ra16bit's solution](#)

731.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ra16bit's solution](#)

732.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ra16bit's solution](#)

733.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Ra16bit's solution](#)

734.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Ra16bit's solution](#)

735.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Ra16bit's solution](#)

736.

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

[Ra16bit's solution](#)

737.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Ra16bit's solution](#)

738.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ra16bit's solution](#)

739.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Ra16bit's solution](#)

740.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Ra16bit's solution](#)

741.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Ra16bit's solution](#)

742.

1544D

[Secret Santa](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

743.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Ra16bit's solution](#)

744.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Ra16bit's solution](#)

745.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Ra16bit's solution](#)

746.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

747.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

748.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ra16bit's solution](#)

749.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ra16bit's solution](#)

750.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Ra16bit's solution](#)

751.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Ra16bit's solution](#)

752.

1347E

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

Rating: 1600 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Ra16bit's solution](#)

753.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Ra16bit's solution](#)

754.

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

[Ra16bit's solution](#)

755.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ra16bit's solution](#)

756.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Ra16bit's solution](#)

757.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ra16bit's solution](#)

758.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Ra16bit's solution](#)

759.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[Ra16bit's solution](#)

760.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Ra16bit's solution](#)

761.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Ra16bit's solution](#)

762.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

763.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Ra16bit's solution](#)

764.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Ra16bit's solution](#)

765.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ra16bit's solution](#)

766.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Ra16bit's solution](#)

767.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Ra16bit's solution](#)

768.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Ra16bit's solution](#)

769.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Ra16bit's solution](#)

770.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Ra16bit's solution](#)

771.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

772.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Ra16bit's solution](#)

773.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Ra16bit's solution](#)

774.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Ra16bit's solution](#)

775.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Ra16bit's solution](#)

776.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, greedy, math, number theory

[Ra16bit's solution](#)

777.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: geometry, implementation

[Ra16bit's solution](#)

778.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: binary search, dp

[Ra16bit's solution](#)

779.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

780.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: dp, greedy, math

[Ra16bit's solution](#)

781.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

782.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math

[Ra16bit's solution](#)

783.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Ra16bit's solution](#)

784.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Ra16bit's solution](#)

785.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

786.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Ra16bit's solution](#)

787.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Ra16bit's solution](#)

788.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Ra16bit's solution](#)

789.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

790.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Ra16bit's solution](#)

791.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

792.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Ra16bit's solution](#)

793.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

794.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

795.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

796.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[Ra16bit's solution](#)

797.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

798.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Ra16bit's solution](#)

799.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Ra16bit's solution](#)

800.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

801.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Ra16bit's solution](#)

802.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[Ra16bit's solution](#)

803.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Ra16bit's solution](#)

804.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Ra16bit's solution](#)

805.

343B

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

Quality: 17,290 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

806.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

807.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

808.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Ra16bit's solution](#)

809.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

810.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Ra16bit's solution](#)

811.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

812.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

813.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

814.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[Ra16bit's solution](#)

815.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Ra16bit's solution](#)

816.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

817.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[Ra16bit's solution](#)

818.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

819.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

820.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

821.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: dp, math

[Ra16bit's solution](#)

822.

206B1

[Military Trainings](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

823.

206A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

824.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

825.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

826.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

827.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[Ra16bit's solution](#)

828.

167A

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

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

829.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Ra16bit's solution](#)

830.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

831.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

832.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Ra16bit's solution](#)

833.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

834.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

835.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Ra16bit's solution](#)

836.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

837.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Ra16bit's solution](#)

838.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

839.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

840.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

841.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[Ra16bit's solution](#)

842.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[Ra16bit's solution](#)

843.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-18 · GNU C++ (first AC) · Tags: expression parsing

[Ra16bit's solution](#)

844.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

845.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

846.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers

[Ra16bit's solution](#)

847.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: math

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848.

36B

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Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

849.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

850.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

851.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[Ra16bit's solution](#)

852.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

853.

7B

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Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-02 · last AC: 2010-04-03 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

854.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2010-04-14 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

855.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Ra16bit's solution](#)

856.

2178D

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Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

857.

851C

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

Rating: 1700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Ra16bit's solution](#)

858.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

859.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ra16bit's solution](#)

860.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Ra16bit's solution](#)

861.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

862.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

863.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

864.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Ra16bit's solution](#)

865.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Ra16bit's solution](#)

866.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ra16bit's solution](#)

867.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ra16bit's solution](#)

868.

2023B

[Skipping](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

869.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Ra16bit's solution](#)

870.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Ra16bit's solution](#)

871.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ra16bit's solution](#)

872.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Ra16bit's solution](#)

873.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ra16bit's solution](#)

874.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Ra16bit's solution](#)

875.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Ra16bit's solution](#)

876.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Ra16bit's solution](#)

877.

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

[Ra16bit's solution](#)

878.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-03 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry,

math

[Ra16bit's solution](#)

879.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Ra16bit's solution](#)

880.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ra16bit's solution](#)

881.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ra16bit's solution](#)

882.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Ra16bit's solution](#)

883.

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

[Ra16bit's solution](#)

884.

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

[Ra16bit's solution](#)

885.

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

[Ra16bit's solution](#)

886.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Ra16bit's solution](#)

887.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

888.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Ra16bit's solution](#)

889.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Ra16bit's solution](#)

890.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Ra16bit's solution](#)

891.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Ra16bit's solution](#)

892.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ra16bit's solution](#)

893.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, dp, greedy

[Ra16bit's solution](#)

894.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ra16bit's solution](#)

895.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Ra16bit's solution](#)

896.

773A

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Quality: 4,788 global accepts · Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ra16bit's solution](#)

897.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Ra16bit's solution](#)

898.

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ra16bit's solution](#)

899.

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

[Ra16bit's solution](#)

900.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Ra16bit's solution](#)

901.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ra16bit's solution](#)

902.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

903.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Ra16bit's solution](#)

904.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Ra16bit's solution](#)

905.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ra16bit's solution](#)

906.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Ra16bit's solution](#)

907.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Ra16bit's solution](#)

908.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[Ra16bit's solution](#)

909.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[Ra16bit's solution](#)

910.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[Ra16bit's solution](#)

911.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[Ra16bit's solution](#)

912.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[Ra16bit's solution](#)

913.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Ra16bit's solution](#)

914.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy
[Ra16bit's solution](#)

915.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[Ra16bit's solution](#)

916.

1231F

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

Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, greedy
[Ra16bit's solution](#)

917.

1231D

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, graphs
[Ra16bit's solution](#)

918.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[Ra16bit's solution](#)

919.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

920.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Ra16bit's solution](#)

921.

1074A

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

Rating: 1700 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Ra16bit's solution](#)

922.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[Ra16bit's solution](#)

923.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

924.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

925.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

926.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

927.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Ra16bit's solution](#)

928.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

929.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Ra16bit's solution](#)

930.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Ra16bit's solution](#)

931.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

932.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Ra16bit's solution](#)

933.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Ra16bit's solution](#)

934.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

935.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: dp, math

[Ra16bit's solution](#)

936.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[Ra16bit's solution](#)

937.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[Ra16bit's solution](#)

938.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

939.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ra16bit's solution](#)

940.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, greedy

[Ra16bit's solution](#)

941.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: geometry, math

[Ra16bit's solution](#)

942.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Ra16bit's solution](#)

943.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[Ra16bit's solution](#)

944.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[Ra16bit's solution](#)

945.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: greedy, strings

[Ra16bit's solution](#)

946.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Ra16bit's solution](#)

947.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Ra16bit's solution](#)

948.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

949.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

950.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Ra16bit's solution](#)

951.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

952.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

953.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[Ra16bit's solution](#)

954.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Ra16bit's solution](#)

955.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

956.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[Ra16bit's solution](#)

957.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

958.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Ra16bit's solution](#)

959.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[Ra16bit's solution](#)

960.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[Ra16bit's solution](#)

961.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: binary search

[Ra16bit's solution](#)

962.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Ra16bit's solution](#)

963.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

964.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Ra16bit's solution](#)

965.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

966.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

967.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

968.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

969.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

970.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

971.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[Ra16bit's solution](#)

972.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Ra16bit's solution](#)

973.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-17 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

974.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-04 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Ra16bit's solution](#)

975.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

976.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

977.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[Ra16bit's solution](#)

978.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Ra16bit's solution](#)

979.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · last AC: 2011-04-21 · GNU C++ (first AC) · Tags: dp, greedy, math

[Ra16bit's solution](#)

980.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · last AC: 2011-04-14 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

981.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

982.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Ra16bit's solution](#)

983.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

984.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: expression parsing

[Ra16bit's solution](#)

985.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

986.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2010-09-28 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

987.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

988.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Ra16bit's solution](#)

989.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2010-07-18 · GNU C++ (first AC) · Tags: graphs

[Ra16bit's solution](#)

990.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2010-09-15 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

991.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Ra16bit's solution](#)

992.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Ra16bit's solution](#)

993.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[Ra16bit's solution](#)

994.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[Ra16bit's solution](#)

995.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ra16bit's solution](#)

996.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ra16bit's solution](#)

997.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Ra16bit's solution](#)

998.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Ra16bit's solution](#)

999.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ra16bit's solution](#)

1000.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Ra16bit's solution](#)

1001.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ra16bit's solution](#)

1002.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Ra16bit's solution](#)

1003.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Ra16bit's solution](#)

1004.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[Ra16bit's solution](#)

1005.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Ra16bit's solution](#)

1006.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ra16bit's solution](#)

1007.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Ra16bit's solution](#)

1008.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Ra16bit's solution](#)

1009.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Ra16bit's solution](#)

1010.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Ra16bit's solution](#)

1011.

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

[Ra16bit's solution](#)

1012.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Ra16bit's solution](#)

1013.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

1014.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ra16bit's solution](#)

1015.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Ra16bit's solution](#)

1016.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

1017.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Ra16bit's solution](#)

1018.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ra16bit's solution](#)

1019.

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Ra16bit's solution](#)

1020.

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

[Ra16bit's solution](#)

1021.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1022.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ra16bit's solution](#)

1023.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Ra16bit's solution](#)

1024.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1025.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Ra16bit's solution](#)**1026.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)**1027.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Ra16bit's solution](#)**1028.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ra16bit's solution](#)**1029.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)**1030.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Ra16bit's solution](#)**1031.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Ra16bit's solution](#)**1032.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Ra16bit's solution](#)**1033.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Ra16bit's solution](#)**1034.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Ra16bit's solution](#)

1035.

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

[Ra16bit's solution](#)

1036.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

1037.

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

[Ra16bit's solution](#)

1038.

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

[Ra16bit's solution](#)

1039.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Ra16bit's solution](#)

1040.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Ra16bit's solution](#)

1041.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

1042.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Ra16bit's solution](#)

1043.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ra16bit's solution](#)

1044.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1045.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Ra16bit's solution](#)**1046.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)**1047.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Ra16bit's solution](#)**1048.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ra16bit's solution](#)**1049.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Ra16bit's solution](#)**1050.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ra16bit's solution](#)**1051.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Ra16bit's solution](#)**1052.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Ra16bit's solution](#)**1053.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Ra16bit's solution](#)**1054.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1055.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

1056.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Ra16bit's solution](#)

1057.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Ra16bit's solution](#)

1058.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Ra16bit's solution](#)

1059.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Ra16bit's solution](#)

1060.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Ra16bit's solution](#)

1061.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Ra16bit's solution](#)

1062.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Ra16bit's solution](#)

1063.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1064.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Ra16bit's solution](#)

1065.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ra16bit's solution](#)

1066.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Ra16bit's solution](#)

1067.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Ra16bit's solution](#)

1068.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Ra16bit's solution](#)

1069.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Ra16bit's solution](#)

1070.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Ra16bit's solution](#)

1071.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

1072.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

1073.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1074.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Ra16bit's solution](#)

1075.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing,

strings, two pointers

[Ra16bit's solution](#)

1076.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

1077.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Ra16bit's solution](#)

1078.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[Ra16bit's solution](#)

1079.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Ra16bit's solution](#)

1080.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[Ra16bit's solution](#)

1081.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Ra16bit's solution](#)

1082.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: math, sortings

[Ra16bit's solution](#)

1083.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[Ra16bit's solution](#)

1084.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[Ra16bit's solution](#)

1085.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Ra16bit's solution](#)

1086.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: binary search, math

[Ra16bit's solution](#)

1087.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1088.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[Ra16bit's solution](#)

1089.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1090.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

1091.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1092.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1093.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Ra16bit's solution](#)

1094.

206D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1095.

206A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1096.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[Ra16bit's solution](#)

1097.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dp, shortest paths

[Ra16bit's solution](#)

1098.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search

[Ra16bit's solution](#)

1099.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1100.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1101.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Ra16bit's solution](#)

1102.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Ra16bit's solution](#)

1103.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Ra16bit's solution](#)

1104.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1105.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

1106.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Ra16bit's solution](#)

1107.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

1108.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[Ra16bit's solution](#)

1109.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: dp
[Ra16bit's solution](#)

1110.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math
[Ra16bit's solution](#)

1111.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: graph matchings
[Ra16bit's solution](#)

1112.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation
[Ra16bit's solution](#)

1113.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory
[Ra16bit's solution](#)

1114.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-17 · GNU C++ (first AC) · Tags: brute force, probabilities
[Ra16bit's solution](#)

1115.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: dp, greedy
[Ra16bit's solution](#)

1116.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy
[Ra16bit's solution](#)

1117.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, strings
[Ra16bit's solution](#)

1118.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: binary search, math, sortings
[Ra16bit's solution](#)

1119.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Ra16bit's solution](#)

1120.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

[Ra16bit's solution](#)

1121.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1122.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[Ra16bit's solution](#)

1123.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1124.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-03-08 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

1125.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

1126.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation

[Ra16bit's solution](#)

1127.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Ra16bit's solution](#)

1128.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: hashing, implementation

[Ra16bit's solution](#)

1129.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: binary search, greedy

[Ra16bit's solution](#)

1130.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2010-12-15 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1131.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

1132.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: dp, sortings

[Ra16bit's solution](#)

1133.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1134.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1135.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: shortest paths

[Ra16bit's solution](#)

1136.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: dp, probabilities

[Ra16bit's solution](#)

1137.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Ra16bit's solution](#)

1138.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1139.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

1140.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Ra16bit's solution](#)

1141.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ra16bit's solution](#)

1142.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Ra16bit's solution](#)

1143.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Ra16bit's solution](#)

1144.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Ra16bit's solution](#)

1145.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Ra16bit's solution](#)

1146.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Ra16bit's solution](#)

1147.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Ra16bit's solution](#)

1148.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Ra16bit's solution](#)

1149.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Ra16bit's solution](#)

1150.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Ra16bit's solution](#)

1151.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Ra16bit's solution](#)

1152.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ra16bit's solution](#)

1153.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Ra16bit's solution](#)

1154.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-20 · Python 3 (first AC) · Tags: brute force, expression parsing, strings

[Ra16bit's solution](#)

1155.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ra16bit's solution](#)

1156.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

1157.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Ra16bit's solution](#)

1158.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Ra16bit's solution](#)

1159.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Ra16bit's solution](#)

1160.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Ra16bit's solution](#)

1161.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Ra16bit's solution](#)

1162.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Ra16bit's solution](#)

1163.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Ra16bit's solution](#)

1164.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Ra16bit's solution](#)

1165.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Ra16bit's solution](#)

1166.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Ra16bit's solution](#)

1167.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Ra16bit's solution](#)

1168.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Ra16bit's solution](#)

1169.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Ra16bit's solution](#)

1170.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[Ra16bit's solution](#)

1171.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Ra16bit's solution](#)

1172.

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

[Ra16bit's solution](#)

1173.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Ra16bit's solution](#)

1174.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Ra16bit's solution](#)

1175.

1785B

[Letter Exchange](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

1176.

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

[Ra16bit's solution](#)

1177.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1178.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Ra16bit's solution](#)

1179.

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

[Ra16bit's solution](#)

1180.

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

[Ra16bit's solution](#)

1181.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

1182.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Ra16bit's solution](#)

1183.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Ra16bit's solution](#)

1184.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Ra16bit's solution](#)

1185.

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

[Ra16bit's solution](#)

1186.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Ra16bit's solution](#)

1187.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Ra16bit's solution](#)

1188.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Ra16bit's solution](#)

1189.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ra16bit's solution](#)

1190.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ra16bit's solution](#)

1191.

1477B

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

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

[Ra16bit's solution](#)

1192.

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

[Ra16bit's solution](#)

1193.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Ra16bit's solution](#)

1194.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Ra16bit's solution](#)

1195.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Ra16bit's solution](#)

1196.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

1197.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Ra16bit's solution](#)

1198.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Ra16bit's solution](#)

1199.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Ra16bit's solution](#)

1200.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[Ra16bit's solution](#)

1201.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Ra16bit's solution](#)

1202.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[Ra16bit's solution](#)

1203.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[Ra16bit's solution](#)

1204.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Ra16bit's solution](#)

1205.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[Ra16bit's solution](#)

1206.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation
[Ra16bit's solution](#)

1207.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, strings
[Ra16bit's solution](#)

1208.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: interactive, trees
[Ra16bit's solution](#)

1209.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Ra16bit's solution](#)

1210.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Ra16bit's solution](#)

1211.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1212.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Ra16bit's solution](#)

1213.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

1214.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Ra16bit's solution](#)

1215.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Ra16bit's solution](#)

1216.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: graphs, greedy

[Ra16bit's solution](#)

1217.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Ra16bit's solution](#)

1218.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

1219.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[Ra16bit's solution](#)

1220.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Ra16bit's solution](#)

1221.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

1222.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1223.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices

[Ra16bit's solution](#)

1224.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1225.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1226.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Ra16bit's solution](#)

1227.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Ra16bit's solution](#)

1228.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

1229.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[Ra16bit's solution](#)

1230.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Ra16bit's solution](#)

1231.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Ra16bit's solution](#)

1232.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Ra16bit's solution](#)

1233.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[Ra16bit's solution](#)

1234.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1235.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Ra16bit's solution](#)

1236.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1237.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Ra16bit's solution](#)

1238.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1239.

438B

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

Rating: 1900 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[Ra16bit's solution](#)

1240.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[Ra16bit's solution](#)

1241.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs,

implementation, math

[Ra16bit's solution](#)

1242.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Ra16bit's solution](#)

1243.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[Ra16bit's solution](#)

1244.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[Ra16bit's solution](#)

1245.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Ra16bit's solution](#)

1246.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Ra16bit's solution](#)

1247.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[Ra16bit's solution](#)

1248.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1249.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[Ra16bit's solution](#)

1250.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1251.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Ra16bit's solution](#)

1252.

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1253.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ra16bit's solution](#)

1254.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[Ra16bit's solution](#)

1255.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1256.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Ra16bit's solution](#)

1257.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[Ra16bit's solution](#)

1258.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1259.

206B2

[Military Trainings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1260.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Ra16bit's solution](#)

1261.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1262.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1263.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1264.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

1265.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[Ra16bit's solution](#)

1266.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[Ra16bit's solution](#)

1267.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-28 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[Ra16bit's solution](#)

1268.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Ra16bit's solution](#)

1269.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[Ra16bit's solution](#)

1270.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[Ra16bit's solution](#)

1271.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[Ra16bit's solution](#)

1272.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[Ra16bit's solution](#)

1273.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1274.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[Ra16bit's solution](#)

1275.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1276.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Ra16bit's solution](#)

1277.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-03-04 · last AC: 2011-03-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1278.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: data structures, trees

[Ra16bit's solution](#)

1279.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Ra16bit's solution](#)

1280.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1281.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, dp

[Ra16bit's solution](#)

1282.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-11-01 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

1283.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Ra16bit's solution](#)

1284.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2010-09-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1285.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2010-08-18 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[Ra16bit's solution](#)

1286.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2010-08-18 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

1287.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2010-07-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

1288.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1289.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2010-09-20 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

1290.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2010-07-20 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[Ra16bit's solution](#)

1291.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2010-04-18 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Ra16bit's solution](#)

1292.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Ra16bit's solution](#)

1293.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2010-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Ra16bit's solution](#)

1294.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2010-05-05 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

1295.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ra16bit's solution](#)

1296.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Ra16bit's solution](#)

1297.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Ra16bit's solution](#)

1298.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ra16bit's solution](#)

1299.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ra16bit's solution](#)

1300.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Ra16bit's solution](#)

1301.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Ra16bit's solution](#)

1302.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Ra16bit's solution](#)

1303.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Ra16bit's solution](#)

1304.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Ra16bit's solution](#)

1305.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1306.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ra16bit's solution](#)

1307.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Ra16bit's solution](#)

1308.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Ra16bit's solution](#)

1309.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Ra16bit's solution](#)

1310.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Ra16bit's solution](#)

1311.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

1312.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Ra16bit's solution](#)

1313.

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

[Ra16bit's solution](#)

1314.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ra16bit's solution](#)

1315.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Ra16bit's solution](#)

1316.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Ra16bit's solution](#)

1317.

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

[Ra16bit's solution](#)

1318.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ra16bit's solution](#)

1319.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Ra16bit's solution](#)

1320.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Ra16bit's solution](#)

1321.

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

[Ra16bit's solution](#)

1322.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Ra16bit's solution](#)

1323.

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

[Ra16bit's solution](#)

1324.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ra16bit's solution](#)

1325.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ra16bit's solution](#)

1326.

1571F

[Kotlinfores](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dp

[Ra16bit's solution](#)

1327.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1328.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1329.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Ra16bit's solution](#)

1330.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

1331.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Ra16bit's solution](#)

1332.

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2012-07-08 · last AC: 2021-06-21 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1333.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1334.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1335.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

1336.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Ra16bit's solution](#)

1337.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[Ra16bit's solution](#)

1338.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

1339.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Ra16bit's solution](#)

1340.

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

[Ra16bit's solution](#)

1341.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Ra16bit's solution](#)

1342.

1229B

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

Rating: 2000 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Ra16bit's solution](#)

1343.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Ra16bit's solution](#)

1344.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Ra16bit's solution](#)

1345.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games

[Ra16bit's solution](#)

1346.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Ra16bit's solution](#)

1347.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Ra16bit's solution](#)

1348.

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[Ra16bit's solution](#)

1349.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Ra16bit's solution](#)

1350.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: greedy

[Ra16bit's solution](#)

1351.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

1352.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Ra16bit's solution](#)

1353.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math

[Ra16bit's solution](#)

1354.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, hashing, strings

[Ra16bit's solution](#)

1355.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: ternary search

[Ra16bit's solution](#)

1356.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Ra16bit's solution](#)

1357.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Ra16bit's solution](#)

1358.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Ra16bit's solution](#)

1359.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, data structures

[Ra16bit's solution](#)

1360.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Ra16bit's solution](#)

1361.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[Ra16bit's solution](#)

1362.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: brute force, geometry

[Ra16bit's solution](#)

1363.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

1364.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[Ra16bit's solution](#)

1365.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-11-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Ra16bit's solution](#)

1366.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math

[Ra16bit's solution](#)

1367.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Ra16bit's solution](#)

1368.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Ra16bit's solution](#)

1369.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[Ra16bit's solution](#)

1370.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Ra16bit's solution](#)

1371.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-06-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Ra16bit's solution](#)

1372.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[Ra16bit's solution](#)

1373.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Ra16bit's solution](#)

1374.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Ra16bit's solution](#)

1375.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: binary search, dp

[Ra16bit's solution](#)

1376.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

1377.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1378.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Ra16bit's solution](#)

1379.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

1380.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[Ra16bit's solution](#)

1381.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp

[Ra16bit's solution](#)

1382.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[Ra16bit's solution](#)

1383.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

1384.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[Ra16bit's solution](#)

1385.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[Ra16bit's solution](#)

1386.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1387.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Ra16bit's solution](#)

1388.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: graphs, sortings

[Ra16bit's solution](#)

1389.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[Ra16bit's solution](#)

1390.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1391.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1392.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[Ra16bit's solution](#)

1393.

206D2

[The Beaver's Problem - 3](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1394.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1395.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

1396.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

1397.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Ra16bit's solution](#)

1398.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1399.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1400.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[Ra16bit's solution](#)

1401.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[Ra16bit's solution](#)

1402.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[Ra16bit's solution](#)

1403.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1404.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Ra16bit's solution](#)

1405.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1406.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1407.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1408.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

1409.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Ra16bit's solution](#)

1410.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dp, games, math

[Ra16bit's solution](#)

1411.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1412.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[Ra16bit's solution](#)

1413.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-11 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Ra16bit's solution](#)

1414.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-08 · GNU C++ (first AC) · Tags: data structures, dp

[Ra16bit's solution](#)

1415.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[Ra16bit's solution](#)

1416.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1417.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2011-02-18 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

1418.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2011-02-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

1419.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Ra16bit's solution](#)

1420.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry

[Ra16bit's solution](#)

1421.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[Ra16bit's solution](#)

1422.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2010-09-28 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Ra16bit's solution](#)

1423.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Ra16bit's solution](#)

1424.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[Ra16bit's solution](#)

1425.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

1426.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-07-25 · GNU C++ (first AC) · Tags: binary search, dp, sortings

[Ra16bit's solution](#)

1427.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-07-25 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

1428.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2010-09-15 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1429.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2010-07-19 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1430.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2010-07-19 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[Ra16bit's solution](#)

1431.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1432.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · MS C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

1433.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: bitmasks, dp

[Ra16bit's solution](#)

1434.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2010-04-24 · GNU C++ (first AC) · Tags: dp, math

[Ra16bit's solution](#)

1435.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1436.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Ra16bit's solution](#)

1437.

851D

[Arpa and a list of numbers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Ra16bit's solution](#)

1438.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Ra16bit's solution](#)

1439.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Ra16bit's solution](#)

1440.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Ra16bit's solution](#)

1441.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dp, greedy

[Ra16bit's solution](#)

1442.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Ra16bit's solution](#)

1443.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Ra16bit's solution](#)

1444.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1445.

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Ra16bit's solution](#)

1446.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ra16bit's solution](#)

1447.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Ra16bit's solution](#)

1448.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Ra16bit's solution](#)

1449.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Ra16bit's solution](#)

1450.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Ra16bit's solution](#)

1451.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Ra16bit's solution](#)

1452.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[Ra16bit's solution](#)

1453.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Ra16bit's solution](#)

1454.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Ra16bit's solution](#)

1455.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ra16bit's solution](#)

1456.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Ra16bit's solution](#)

1457.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1458.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Ra16bit's solution](#)

1459.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Ra16bit's solution](#)

1460.

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

[Ra16bit's solution](#)

1461.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Ra16bit's solution](#)

1462.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ra16bit's solution](#)

1463.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1464.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ra16bit's solution](#)

1465.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Ra16bit's solution](#)

1466.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Ra16bit's solution](#)

1467.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ra16bit's solution](#)

1468.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ra16bit's solution](#)

1469.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Ra16bit's solution](#)

1470.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Ra16bit's solution](#)

1471.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Ra16bit's solution](#)

1472.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Ra16bit's solution](#)

1473.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Ra16bit's solution](#)

1474.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms,

math, matrices

[Ra16bit's solution](#)

1475.

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

[Ra16bit's solution](#)

1476.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

1477.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Ra16bit's solution](#)

1478.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[Ra16bit's solution](#)

1479.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Ra16bit's solution](#)

1480.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Ra16bit's solution](#)

1481.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Ra16bit's solution](#)

1482.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

1483.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[Ra16bit's solution](#)

1484.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Ra16bit's solution](#)

1485.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 2100 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: brute force, dp, geometry

[Ra16bit's solution](#)

1486.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: dfs and similar, math, number theory

[Ra16bit's solution](#)

1487.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[Ra16bit's solution](#)

1488.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[Ra16bit's solution](#)

1489.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Ra16bit's solution](#)

1490.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Ra16bit's solution](#)

1491.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Ra16bit's solution](#)

1492.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Ra16bit's solution](#)

1493.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Ra16bit's solution](#)

1494.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[Ra16bit's solution](#)

1495.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · last AC: 2015-10-25 · GNU C++ (first AC) · Tags: binary search, geometry,

math

[Ra16bit's solution](#)

1496.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1497.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Ra16bit's solution](#)

1498.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ra16bit's solution](#)

1499.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[Ra16bit's solution](#)

1500.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2015-07-21 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Ra16bit's solution](#)

1501.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: binary search, math

[Ra16bit's solution](#)

1502.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1503.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1504.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

1505.

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory

[Ra16bit's solution](#)

1506.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1507.

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Ra16bit's solution](#)

1508.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[Ra16bit's solution](#)

1509.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[Ra16bit's solution](#)

1510.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search

[Ra16bit's solution](#)

1511.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Ra16bit's solution](#)

1512.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[Ra16bit's solution](#)

1513.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[Ra16bit's solution](#)

1514.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[Ra16bit's solution](#)

1515.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[Ra16bit's solution](#)

1516.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Ra16bit's solution](#)

1517.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1518.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, two pointers

[Ra16bit's solution](#)

1519.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[Ra16bit's solution](#)

1520.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Ra16bit's solution](#)

1521.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-28 · GNU C++ (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

1522.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-22 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1523.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Ra16bit's solution](#)

1524.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1525.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1526.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[Ra16bit's solution](#)

1527.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1528.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1529.

206C1

[Game with Two Trees](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1530.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1531.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[Ra16bit's solution](#)

1532.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

1533.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy

[Ra16bit's solution](#)

1534.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Ra16bit's solution](#)

1535.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[Ra16bit's solution](#)

1536.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[Ra16bit's solution](#)

1537.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1538.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Ra16bit's solution](#)

1539.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · last AC: 2011-04-14 · GNU C++ (first AC) · Tags: greedy, two pointers

[Ra16bit's solution](#)

1540.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry

[Ra16bit's solution](#)

1541.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Ra16bit's solution](#)

1542.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · last AC: 2011-01-12 · GNU C++ (first AC) · Tags: brute force, dp, strings

[Ra16bit's solution](#)

1543.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[Ra16bit's solution](#)

1544.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2010-12-15 · GNU C++ (first AC) · Tags: dp, games, graphs

[Ra16bit's solution](#)

1545.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2010-11-04 · GNU C++ (first AC) · Tags: dp, games, strings

[Ra16bit's solution](#)

1546.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2010-04-14 · GNU C++ (first AC) · Tags: geometry, math

[Ra16bit's solution](#)

1547.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Ra16bit's solution](#)

1548.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Ra16bit's solution](#)

1549.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Ra16bit's solution](#)

1550.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 2200 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Ra16bit's solution](#)

1551.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Ra16bit's solution](#)

1552.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

1553.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Ra16bit's solution](#)

1554.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Ra16bit's solution](#)

1555.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Ra16bit's solution](#)

1556.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Ra16bit's solution](#)

1557.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Ra16bit's solution](#)

1558.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ra16bit's solution](#)

1559.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy

[Ra16bit's solution](#)

1560.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Ra16bit's solution](#)

1561.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Ra16bit's solution](#)

1562.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Ra16bit's solution](#)

1563.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ra16bit's solution](#)

1564.

1785C

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

Rating: 2200 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

1565.

1769D2

[A.3D10C# CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Ra16bit's solution](#)

1566.

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

[Ra16bit's solution](#)

1567.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Ra16bit's solution](#)

1568.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Ra16bit's solution](#)

1569.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Ra16bit's solution](#)

1570.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Ra16bit's solution](#)

1571.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Ra16bit's solution](#)

1572.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Ra16bit's solution](#)

1573.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Ra16bit's solution](#)

1574.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Ra16bit's solution](#)

1575.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Ra16bit's solution](#)

1576.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Ra16bit's solution](#)

1577.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Ra16bit's solution](#)

1578.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Ra16bit's solution](#)

1579.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1580.

1488E

[Palindromic Doubles](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Ra16bit's solution](#)

1581.

1477C

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

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

[Ra16bit's solution](#)

1582.

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

[Ra16bit's solution](#)

1583.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Ra16bit's solution](#)

1584.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

1585.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ra16bit's solution](#)

1586.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Ra16bit's solution](#)

1587.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

1588.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Ra16bit's solution](#)

1589.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Ra16bit's solution](#)

1590.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Ra16bit's solution](#)

1591.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Ra16bit's solution](#)

1592.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Ra16bit's solution](#)

1593.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Ra16bit's solution](#)

1594.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Ra16bit's solution](#)

1595.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Ra16bit's solution](#)

1596.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, greedy

[Ra16bit's solution](#)

1597.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · last AC: 2016-02-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Ra16bit's solution](#)

1598.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

1599.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: games, math

[Ra16bit's solution](#)

1600.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ra16bit's solution](#)

1601.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: data structures, trees

[Ra16bit's solution](#)

1602.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Ra16bit's solution](#)

1603.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

1604.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1605.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[Ra16bit's solution](#)

1606.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[Ra16bit's solution](#)

1607.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Ra16bit's solution](#)

1608.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Ra16bit's solution](#)

1609.

477C

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

Rating: 2200 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1610.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Ra16bit's solution](#)

1611.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[Ra16bit's solution](#)

1612.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

1613.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Ra16bit's solution](#)

1614.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1615.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: greedy, math

[Ra16bit's solution](#)

1616.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[Ra16bit's solution](#)

1617.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows

[Ra16bit's solution](#)

1618.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1619.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-28 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

1620.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Ra16bit's solution](#)

1621.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Ra16bit's solution](#)

1622.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Ra16bit's solution](#)

1623.

206C2

[Game with Two Trees](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1624.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[Ra16bit's solution](#)

1625.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: dp, sortings, strings

[Ra16bit's solution](#)

1626.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, dfs and similar, expression parsing

[Ra16bit's solution](#)

1627.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-03-14 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[Ra16bit's solution](#)

1628.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: greedy

[Ra16bit's solution](#)

1629.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-25 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1630.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Ra16bit's solution](#)

1631.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2011-04-12 · GNU C++ (first AC) · Tags: dsu, graphs, sortings, trees

[Ra16bit's solution](#)

1632.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Ra16bit's solution](#)

1633.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[Ra16bit's solution](#)

1634.

68C

[Synchrotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2011-03-24 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

1635.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, hashing

[Ra16bit's solution](#)

1636.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

1637.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Ra16bit's solution](#)

1638.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: geometry, implementation

[Ra16bit's solution](#)

1639.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Ra16bit's solution](#)

1640.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2010-09-12 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

1641.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2010-08-18 · GNU C++ (first AC) · Tags: hashing, strings

[Ra16bit's solution](#)

1642.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2010-05-07 · GNU C++ (first AC) · Tags: dp, sortings

[Ra16bit's solution](#)

1643.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[Ra16bit's solution](#)

1644.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: implementation

[Ra16bit's solution](#)

1645.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2010-04-25 · GNU C++ (first AC) · Tags: hashing, strings

[Ra16bit's solution](#)

1646.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Ra16bit's solution](#)

1647.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Ra16bit's solution](#)

1648.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Ra16bit's solution](#)

1649.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Ra16bit's solution](#)

1650.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Ra16bit's solution](#)

1651.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[Ra16bit's solution](#)

1652.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Ra16bit's solution](#)

1653.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Ra16bit's solution](#)

1654.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ra16bit's solution](#)

1655.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ra16bit's solution](#)

1656.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ra16bit's solution](#)

1657.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Ra16bit's solution](#)

1658.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ra16bit's solution](#)

1659.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[Ra16bit's solution](#)

1660.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Ra16bit's solution](#)

1661.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Ra16bit's solution](#)

1662.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Ra16bit's solution](#)

1663.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Ra16bit's solution](#)

1664.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Ra16bit's solution](#)

1665.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Ra16bit's solution](#)

1666.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Ra16bit's solution](#)

1667.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ra16bit's solution](#)

1668.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ra16bit's solution](#)

1669.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Ra16bit's solution](#)

1670.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Ra16bit's solution](#)

1671.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Ra16bit's solution](#)

1672.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Ra16bit's solution](#)

1673.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Ra16bit's solution](#)

1674.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Ra16bit's solution](#)

1675.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1676.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ra16bit's solution](#)

1677.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Ra16bit's solution](#)

1678.

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

[Ra16bit's solution](#)

1679.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Ra16bit's solution](#)

1680.

1769D3

[A,3D701aCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Ra16bit's solution](#)

1681.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Ra16bit's solution](#)

1682.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Ra16bit's solution](#)

1683.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Ra16bit's solution](#)

1684.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ra16bit's solution](#)

1685.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Ra16bit's solution](#)

1686.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Ra16bit's solution](#)

1687.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Ra16bit's solution](#)

1688.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Ra16bit's solution](#)

1689.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Ra16bit's solution](#)

1690.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Ra16bit's solution](#)

1691.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

1692.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Ra16bit's solution](#)

1693.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Ra16bit's solution](#)

1694.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Ra16bit's solution](#)

1695.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1696.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Ra16bit's solution](#)

1697.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ra16bit's solution](#)

1698.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Ra16bit's solution](#)

1699.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Ra16bit's solution](#)

1700.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ra16bit's solution](#)

1701.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Ra16bit's solution](#)

1702.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[Ra16bit's solution](#)

1703.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Ra16bit's solution](#)

1704.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Ra16bit's solution](#)

1705.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2016-01-27 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[Ra16bit's solution](#)

1706.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Ra16bit's solution](#)

1707.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: brute force, dsu, graphs, implementation

[Ra16bit's solution](#)

1708.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1709.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · last AC: 2015-11-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, two pointers

[Ra16bit's solution](#)

1710.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1711.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: meet-in-the-middle

[Ra16bit's solution](#)

1712.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Ra16bit's solution](#)

1713.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1714.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: flows, graph matchings

[Ra16bit's solution](#)

1715.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[Ra16bit's solution](#)

1716.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Ra16bit's solution](#)

1717.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Ra16bit's solution](#)

1718.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Ra16bit's solution](#)

1719.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1720.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows, graph matchings

[Ra16bit's solution](#)

1721.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1722.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

1723.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)

1724.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

1725.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: games, math

[Ra16bit's solution](#)

1726.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[Ra16bit's solution](#)

1727.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

1728.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dp, math

[Ra16bit's solution](#)

1729.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: string suffix structures

[Ra16bit's solution](#)

1730.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: combinatorics, dp, greedy

[Ra16bit's solution](#)

1731.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1732.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-04 · GNU C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Ra16bit's solution](#)

1733.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[Ra16bit's solution](#)

1734.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[Ra16bit's solution](#)

1735.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Ra16bit's solution](#)

1736.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Ra16bit's solution](#)

1737.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

1738.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-04-12 · last AC: 2011-04-14 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Ra16bit's solution](#)

1739.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

1740.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: geometry, implementation, sortings

[Ra16bit's solution](#)

1741.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: math

[Ra16bit's solution](#)

1742.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: dsu, graphs

[Ra16bit's solution](#)

1743.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2010-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Ra16bit's solution](#)

1744.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

1745.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2010-11-04 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1746.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1747.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: games

[Ra16bit's solution](#)

1748.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: binary search

[Ra16bit's solution](#)

1749.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2010-07-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Ra16bit's solution](#)

1750.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2010-04-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

1751.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Ra16bit's solution](#)

1752.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ra16bit's solution](#)

1753.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1754.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Ra16bit's solution](#)

1755.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Ra16bit's solution](#)

1756.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Ra16bit's solution](#)

1757.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[Ra16bit's solution](#)

1758.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[Ra16bit's solution](#)

1759.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[Ra16bit's solution](#)

1760.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ra16bit's solution](#)

1761.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[Ra16bit's solution](#)

1762.

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
[Ra16bit's solution](#)

1763.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[Ra16bit's solution](#)

1764.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[Ra16bit's solution](#)

1765.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Ra16bit's solution](#)

1766.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[Ra16bit's solution](#)

1767.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ra16bit's solution](#)

1768.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Ra16bit's solution](#)

1769.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Ra16bit's solution](#)

1770.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Ra16bit's solution](#)

1771.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Ra16bit's solution](#)

1772.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ra16bit's solution](#)

1773.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Ra16bit's solution](#)

1774.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Ra16bit's solution](#)

1775.

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

[Ra16bit's solution](#)

1776.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ra16bit's solution](#)

1777.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Ra16bit's solution](#)

1778.

1750E

[Bracket Cost](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

1779.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Ra16bit's solution](#)

1780.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Ra16bit's solution](#)

1781.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Ra16bit's solution](#)

1782.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Ra16bit's solution](#)

1783.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ra16bit's solution](#)

1784.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Ra16bit's solution](#)

1785.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Ra16bit's solution](#)

1786.

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

[Ra16bit's solution](#)

1787.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

1788.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Ra16bit's solution](#)

1789.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ra16bit's solution](#)

1790.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Ra16bit's solution](#)

1791.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Ra16bit's solution](#)

1792.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Ra16bit's solution](#)

1793.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ra16bit's solution](#)

1794.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Ra16bit's solution](#)

1795.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ra16bit's solution](#)

1796.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Ra16bit's solution](#)

1797.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ra16bit's solution](#)

1798.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ra16bit's solution](#)

1799.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Ra16bit's solution](#)

1800.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Ra16bit's solution](#)

1801.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[Ra16bit's solution](#)

1802.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

1803.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[Ra16bit's solution](#)

1804.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Ra16bit's solution](#)

1805.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[Ra16bit's solution](#)

1806.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[Ra16bit's solution](#)

1807.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Ra16bit's solution](#)

1808.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Ra16bit's solution](#)

1809.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[Ra16bit's solution](#)

1810.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ra16bit's solution](#)

1811.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[Ra16bit's solution](#)

1812.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Ra16bit's solution](#)

1813.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Ra16bit's solution](#)

1814.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[Ra16bit's solution](#)

1815.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Ra16bit's solution](#)

1816.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[Ra16bit's solution](#)

1817.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1818.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Ra16bit's solution](#)

1819.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Ra16bit's solution](#)

1820.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

1821.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

1822.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: dp, implementation

[Ra16bit's solution](#)

1823.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Ra16bit's solution](#)

1824.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-23 · GNU C++ (first AC) · Tags: data structures, sortings

[Ra16bit's solution](#)

1825.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[Ra16bit's solution](#)

1826.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[Ra16bit's solution](#)

1827.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[Ra16bit's solution](#)

1828.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Ra16bit's solution](#)

1829.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: data structures, math, number theory

[Ra16bit's solution](#)

1830.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1831.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1832.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[Ra16bit's solution](#)

1833.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

1834.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Ra16bit's solution](#)

1835.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp, math

[Ra16bit's solution](#)

1836.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1837.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[Ra16bit's solution](#)

1838.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: games, implementation

[Ra16bit's solution](#)

1839.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: flows, trees

[Ra16bit's solution](#)

1840.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Ra16bit's solution](#)

1841.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures, two pointers

[Ra16bit's solution](#)

1842.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: flows, graphs

[Ra16bit's solution](#)

1843.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1844.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[Ra16bit's solution](#)

1845.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: binary search, geometry

[Ra16bit's solution](#)

1846.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: brute force, dp, math, probabilities

[Ra16bit's solution](#)

1847.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: games, math

[Ra16bit's solution](#)

1848.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: divide and conquer

[Ra16bit's solution](#)

1849.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: binary search, graphs, math, shortest paths

[Ra16bit's solution](#)

1850.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1851.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-11 · GNU C++ (first AC) · Tags: math, number theory

[Ra16bit's solution](#)

1852.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[Ra16bit's solution](#)

1853.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2010-11-04 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1854.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2010-09-29 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1855.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2010-09-22 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

1856.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing

[Ra16bit's solution](#)

1857.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2010-08-19 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[Ra16bit's solution](#)

1858.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2010-08-18 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

1859.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-07-25 · GNU C++ (first AC) · Tags: bitmasks, graph matchings, graphs

[Ra16bit's solution](#)

1860.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2010-07-22 · GNU C++ (first AC) · Tags: number theory

[Ra16bit's solution](#)

1861.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy,

interactive, math, number theory, trees

[Ra16bit's solution](#)

1862.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-03-06 · Kotlin 1.9 (first AC) · Tags: dp, graph matchings

[Ra16bit's solution](#)

1863.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Ra16bit's solution](#)

1864.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Ra16bit's solution](#)

1865.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Ra16bit's solution](#)

1866.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Ra16bit's solution](#)

1867.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1868.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ra16bit's solution](#)

1869.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Ra16bit's solution](#)

1870.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Ra16bit's solution](#)

1871.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Ra16bit's solution](#)

1872.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ra16bit's solution](#)

1873.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Ra16bit's solution](#)

1874.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Ra16bit's solution](#)

1875.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Ra16bit's solution](#)

1876.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Ra16bit's solution](#)

1877.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ra16bit's solution](#)

1878.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ra16bit's solution](#)

1879.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1880.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1881.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ra16bit's solution](#)

1882.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Ra16bit's solution](#)

1883.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Ra16bit's solution](#)

1884.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Ra16bit's solution](#)

1885.

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

[Ra16bit's solution](#)

1886.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ra16bit's solution](#)

1887.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Ra16bit's solution](#)

1888.

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

[Ra16bit's solution](#)

1889.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Ra16bit's solution](#)

1890.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Ra16bit's solution](#)

1891.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ra16bit's solution](#)

1892.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[Ra16bit's solution](#)

1893.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Ra16bit's solution](#)

1894.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Ra16bit's solution](#)

1895.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Ra16bit's solution](#)

1896.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Ra16bit's solution](#)

1897.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ra16bit's solution](#)

1898.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ra16bit's solution](#)

1899.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Ra16bit's solution](#)

1900.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ra16bit's solution](#)

1901.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Ra16bit's solution](#)

1902.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Ra16bit's solution](#)

1903.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Ra16bit's solution](#)

1904.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Ra16bit's solution](#)

1905.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Ra16bit's solution](#)

1906.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ra16bit's solution](#)

1907.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ra16bit's solution](#)

1908.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

1909.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Ra16bit's solution](#)

1910.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[Ra16bit's solution](#)

1911.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Ra16bit's solution](#)

1912.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[Ra16bit's solution](#)

1913.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[Ra16bit's solution](#)

1914.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[Ra16bit's solution](#)

1915.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: dp, trees
[Ra16bit's solution](#)

1916.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation
[Ra16bit's solution](#)

1917.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[Ra16bit's solution](#)

1918.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[Ra16bit's solution](#)

1919.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[Ra16bit's solution](#)

1920.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees
[Ra16bit's solution](#)

1921.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Ra16bit's solution](#)

1922.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Ra16bit's solution](#)

1923.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: data structures, dfs and similar

[Ra16bit's solution](#)

1924.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: binary search, geometry

[Ra16bit's solution](#)

1925.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: data structures, number theory

[Ra16bit's solution](#)

1926.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ra16bit's solution](#)

1927.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Ra16bit's solution](#)

1928.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

1929.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1930.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-07 · last AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Ra16bit's solution](#)

1931.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

1932.

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)**1933.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: dp, games

[Ra16bit's solution](#)**1934.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Ra16bit's solution](#)**1935.**

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Ra16bit's solution](#)**1936.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: divide and conquer, math

[Ra16bit's solution](#)**1937.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-07-21 · GNU C++ (first AC) · Tags: dp, math, matrices

[Ra16bit's solution](#)**1938.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-07-20 · GNU C++ (first AC) · Tags: brute force, implementation

[Ra16bit's solution](#)**1939.**

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: data structures, geometry

[Ra16bit's solution](#)**1940.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-03-24 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Ra16bit's solution](#)**1941.**

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: geometry

[Ra16bit's solution](#)**1942.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: brute force, dsu, math

[Ra16bit's solution](#)

1943.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2011-01-14 · last AC: 2011-01-14 · GNU C++ (first AC) · Tags: dp, number theory
[Ra16bit's solution](#)

1944.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: geometry, two pointers
[Ra16bit's solution](#)

1945.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2010-12-06 · GNU C++ (first AC) · Tags: geometry
[Ra16bit's solution](#)

1946.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[Ra16bit's solution](#)

1947.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dp
[Ra16bit's solution](#)

1948.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2010-07-21 · GNU C++ (first AC) · Tags: data structures, implementation, sortings
[Ra16bit's solution](#)

1949.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers
[Ra16bit's solution](#)

1950.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[Ra16bit's solution](#)

1951.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[Ra16bit's solution](#)

1952.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Ra16bit's solution](#)

1953.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Ra16bit's solution](#)

1954.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Ra16bit's solution](#)

1955.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ra16bit's solution](#)

1956.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Ra16bit's solution](#)

1957.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Ra16bit's solution](#)

1958.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ra16bit's solution](#)

1959.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Ra16bit's solution](#)

1960.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Ra16bit's solution](#)

1961.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Ra16bit's solution](#)

1962.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Ra16bit's solution](#)

1963.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[Ra16bit's solution](#)

1964.

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

[Ra16bit's solution](#)

1965.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Ra16bit's solution](#)

1966.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Ra16bit's solution](#)

1967.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ra16bit's solution](#)

1968.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ra16bit's solution](#)

1969.

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

[Ra16bit's solution](#)

1970.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

1971.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Ra16bit's solution](#)

1972.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Ra16bit's solution](#)

1973.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Ra16bit's solution](#)

1974.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Ra16bit's solution](#)

1975.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Ra16bit's solution](#)

1976.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Ra16bit's solution](#)

1977.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Ra16bit's solution](#)

1978.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

1979.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ra16bit's solution](#)

1980.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Ra16bit's solution](#)

1981.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Ra16bit's solution](#)

1982.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Ra16bit's solution](#)

1983.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Ra16bit's solution](#)

1984.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Ra16bit's solution](#)

1985.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

1986.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[Ra16bit's solution](#)

1987.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Ra16bit's solution](#)

1988.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Ra16bit's solution](#)

1989.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Ra16bit's solution](#)

1990.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Ra16bit's solution](#)

1991.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Ra16bit's solution](#)

1992.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Ra16bit's solution](#)

1993.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Ra16bit's solution](#)

1994.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[Ra16bit's solution](#)

1995.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Ra16bit's solution](#)

1996.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Ra16bit's solution](#)

1997.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-11 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees
[Ra16bit's solution](#)

1998.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ra16bit's solution](#)

1999.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2016-01-05 · GNU C++ (first AC) · Tags: data structures, trees
[Ra16bit's solution](#)

2000.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy
[Ra16bit's solution](#)

2001.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: geometry, math
[Ra16bit's solution](#)

2002.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[Ra16bit's solution](#)

2003.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp
[Ra16bit's solution](#)

2004.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Ra16bit's solution](#)

2005.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[Ra16bit's solution](#)

2006.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: implementation, math

[Ra16bit's solution](#)

2007.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[Ra16bit's solution](#)

2008.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

2009.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Ra16bit's solution](#)

2010.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: graphs

[Ra16bit's solution](#)

2011.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ra16bit's solution](#)

2012.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[Ra16bit's solution](#)

2013.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[Ra16bit's solution](#)

2014.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Ra16bit's solution](#)

2015.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[Ra16bit's solution](#)

2016.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Ra16bit's solution](#)

2017.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2012-04-14 · GNU C++ (first AC) · Tags: brute force, dp, geometry, greedy

[Ra16bit's solution](#)

2018.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: data structures, sortings

[Ra16bit's solution](#)

2019.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

2020.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-17 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

2021.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[Ra16bit's solution](#)

2022.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

2023.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-21 · GNU C++ (first AC) · Tags: math, matrices

[Ra16bit's solution](#)

2024.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2025.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2010-09-29 · GNU C++ (first AC) · Tags: geometry, greedy

[Ra16bit's solution](#)

2026.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: dp, geometry

[Ra16bit's solution](#)

2027.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2010-04-25 · GNU C++ (first AC) · Tags: dp, graphs

[Ra16bit's solution](#)

2028.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2010-04-22 · GNU C++ (first AC) · Tags: brute force, dp

[Ra16bit's solution](#)

2029.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2026-02-14 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

2030.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Ra16bit's solution](#)

2031.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[Ra16bit's solution](#)

2032.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Ra16bit's solution](#)

2033.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Ra16bit's solution](#)

2034.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Ra16bit's solution](#)

2035.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ra16bit's solution](#)

2036.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Ra16bit's solution](#)

2037.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ra16bit's solution](#)

2038.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Ra16bit's solution](#)

2039.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Ra16bit's solution](#)

2040.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Ra16bit's solution](#)

2041.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ra16bit's solution](#)

2042.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ra16bit's solution](#)

2043.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

2044.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Ra16bit's solution](#)

2045.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Ra16bit's solution](#)

2046.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ra16bit's solution](#)

2047.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ra16bit's solution](#)

2048.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ra16bit's solution](#)

2049.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Ra16bit's solution](#)

2050.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Ra16bit's solution](#)

2051.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Ra16bit's solution](#)

2052.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ra16bit's solution](#)

2053.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Ra16bit's solution](#)

2054.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Ra16bit's solution](#)

2055.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Ra16bit's solution](#)

2056.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Ra16bit's solution](#)

2057.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Ra16bit's solution](#)

2058.

1346H

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

Quality: 61 global accepts · Rating: 2700 · first AC: 2020-06-02 · Kotlin 1.4 (first AC) · Tags: *special, data structures, games
[Ra16bit's solution](#)

2059.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[Ra16bit's solution](#)

2060.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Ra16bit's solution](#)

2061.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[Ra16bit's solution](#)

2062.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[Ra16bit's solution](#)

2063.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math
[Ra16bit's solution](#)

2064.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, implementation, trees
[Ra16bit's solution](#)

2065.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: data structures, trees
[Ra16bit's solution](#)

2066.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: data structures, greedy
[Ra16bit's solution](#)

2067.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-12-06 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Ra16bit's solution](#)

2068.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Ra16bit's solution](#)

2069.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[Ra16bit's solution](#)

2070.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Ra16bit's solution](#)

2071.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: probabilities, shortest paths

[Ra16bit's solution](#)

2072.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Ra16bit's solution](#)

2073.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)

2074.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: divide and conquer, dp

[Ra16bit's solution](#)

2075.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: dp, probabilities

[Ra16bit's solution](#)

2076.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[Ra16bit's solution](#)

2077.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

2078.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: combinatorics, dp, trees

[Ra16bit's solution](#)

2079.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp, strings

[Ra16bit's solution](#)

2080.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-10 · GNU C++ (first AC) · Tags: dfs and similar

[Ra16bit's solution](#)

2081.

455D

[Sereja and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

2082.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: binary search, dsu, trees

[Ra16bit's solution](#)

2083.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing

[Ra16bit's solution](#)

2084.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Ra16bit's solution](#)

2085.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: combinatorics, dp

[Ra16bit's solution](#)

2086.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

2087.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-28 · GNU C++ (first AC) · Tags: brute force, combinatorics

[Ra16bit's solution](#)

2088.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: geometry, math, probabilities, two pointers

[Ra16bit's solution](#)

2089.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: bitmasks, math

[Ra16bit's solution](#)

2090.

105D

[Entertaining Geodetics](#) · [Tutorial](#)

Quality: 145 global accepts · Rating: 2700 · first AC: 2011-08-18 · GNU C++ (first AC) · Tags: brute force, dsu, implementation

[Ra16bit's solution](#)

2091.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2011-04-14 · GNU C++ (first AC) · Tags: bitmasks, dp, math

[Ra16bit's solution](#)

2092.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Ra16bit's solution](#)

2093.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dp, flows

[Ra16bit's solution](#)

2094.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2010-12-15 · GNU C++ (first AC) · Tags: dp, trees, two pointers

[Ra16bit's solution](#)

2095.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Ra16bit's solution](#)

2096.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Ra16bit's solution](#)

2097.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, data structures, geometry, sortings

[Ra16bit's solution](#)

2098.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Ra16bit's solution](#)

2099.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Ra16bit's solution](#)

2100.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[Ra16bit's solution](#)

2101.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Ra16bit's solution](#)

2102.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[Ra16bit's solution](#)

2103.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[Ra16bit's solution](#)

2104.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Ra16bit's solution](#)

2105.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities
[Ra16bit's solution](#)

2106.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities
[Ra16bit's solution](#)

2107.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Ra16bit's solution](#)

2108.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[Ra16bit's solution](#)

2109.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings
[Ra16bit's solution](#)

2110.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[Ra16bit's solution](#)

2111.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Ra16bit's solution](#)

2112.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ra16bit's solution](#)

2113.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-09 · last AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ra16bit's solution](#)

2114.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ra16bit's solution](#)

2115.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Ra16bit's solution](#)

2116.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Ra16bit's solution](#)

2117.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Ra16bit's solution](#)

2118.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[Ra16bit's solution](#)

2119.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Ra16bit's solution](#)

2120.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

2121.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Ra16bit's solution](#)**2122.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dp, math

[Ra16bit's solution](#)**2123.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: dp

[Ra16bit's solution](#)**2124.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Ra16bit's solution](#)**2125.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Ra16bit's solution](#)**2126.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Ra16bit's solution](#)**2127.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Ra16bit's solution](#)**2128.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Ra16bit's solution](#)**2129.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dp

[Ra16bit's solution](#)**2130.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dp, geometry

[Ra16bit's solution](#)**2131.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Ra16bit's solution](#)

2132.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: dp, implementation, math

[Ra16bit's solution](#)

2133.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

2134.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2012-03-26 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Ra16bit's solution](#)

2135.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: bitmasks, dp, shortest paths

[Ra16bit's solution](#)

2136.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2011-01-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ra16bit's solution](#)

2137.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2010-12-16 · GNU C++ (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

2138.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2010-12-16 · GNU C++ (first AC) · Tags: greedy, sortings

[Ra16bit's solution](#)

2139.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Ra16bit's solution](#)

2140.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[Ra16bit's solution](#)

2141.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Ra16bit's solution](#)

2142.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

2143.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Ra16bit's solution](#)

2144.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[Ra16bit's solution](#)

2145.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Ra16bit's solution](#)

2146.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[Ra16bit's solution](#)

2147.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ra16bit's solution](#)

2148.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[Ra16bit's solution](#)

2149.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Ra16bit's solution](#)

2150.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Ra16bit's solution](#)

2151.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-08 · Kotlin 1.4 (first AC) · Tags: *special, geometry, probabilities

[Ra16bit's solution](#)

2152.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Ra16bit's solution](#)

2153.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ra16bit's solution](#)

2154.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Ra16bit's solution](#)

2155.

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-11-11 · Kotlin 1.4 (first AC) · Tags: *special, dp

[Ra16bit's solution](#)

2156.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

2157.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Ra16bit's solution](#)

2158.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Ra16bit's solution](#)

2159.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ra16bit's solution](#)

2160.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math

[Ra16bit's solution](#)

2161.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[Ra16bit's solution](#)

2162.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Ra16bit's solution](#)

2163.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: dp, games

[Ra16bit's solution](#)

2164.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: dp, trees

[Ra16bit's solution](#)

2165.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[Ra16bit's solution](#)

2166.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Ra16bit's solution](#)

2167.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: data structures

[Ra16bit's solution](#)

2168.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: dsu

[Ra16bit's solution](#)

2169.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: brute force

[Ra16bit's solution](#)

2170.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2010-07-25 · GNU C++ (first AC) · Tags: strings

[Ra16bit's solution](#)

2171.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ra16bit's solution](#)

2172.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Ra16bit's solution](#)

2173.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ra16bit's solution](#)

2174.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[Ra16bit's solution](#)

2175.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ra16bit's solution](#)

2176.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Ra16bit's solution](#)

2177.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[Ra16bit's solution](#)

2178.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry
[Ra16bit's solution](#)

2179.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[Ra16bit's solution](#)

2180.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[Ra16bit's solution](#)

2181.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[Ra16bit's solution](#)

2182.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[Ra16bit's solution](#)

2183.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[Ra16bit's solution](#)

2184.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: interactive

[Ra16bit's solution](#)

2185.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[Ra16bit's solution](#)

2186.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: bitmasks, dp, expression parsing

[Ra16bit's solution](#)

2187.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp, greedy

[Ra16bit's solution](#)

2188.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: graphs

[Ra16bit's solution](#)

2189.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: math, shortest paths

[Ra16bit's solution](#)

2190.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Ra16bit's solution](#)

2191.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Ra16bit's solution](#)

2192.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Ra16bit's solution](#)

2193.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Ra16bit's solution](#)

2194.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Ra16bit's solution](#)

2195.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, flows

[Ra16bit's solution](#)

2196.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ra16bit's solution](#)

2197.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Ra16bit's solution](#)

2198.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Ra16bit's solution](#)

2199.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[Ra16bit's solution](#)

2200.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Ra16bit's solution](#)

2201.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-18 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ra16bit's solution](#)

2202.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, probabilities

[Ra16bit's solution](#)

2203.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: 2-sat, binary search

[Ra16bit's solution](#)

2204.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees

[Ra16bit's solution](#)

2205.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Ra16bit's solution](#)

2206.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Ra16bit's solution](#)

2207.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Ra16bit's solution](#)

2208.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Ra16bit's solution](#)

2209.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Ra16bit's solution](#)

2210.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Ra16bit's solution](#)

2211.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Ra16bit's solution](#)

2212.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Ra16bit's solution](#)

2213.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Ra16bit's solution](#)

2214.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

2215.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ra16bit's solution](#)

2216.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Ra16bit's solution](#)

2217.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Ra16bit's solution](#)

2218.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Ra16bit's solution](#)

2219.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ra16bit's solution](#)

2220.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ra16bit's solution](#)

2221.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ra16bit's solution](#)

2222.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Ra16bit's solution](#)

2223.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Ra16bit's solution](#)

2224.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[Ra16bit's solution](#)

2225.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Ra16bit's solution](#)

2226.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ra16bit's solution](#)

2227.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Ra16bit's solution](#)

2228.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Ra16bit's solution](#)

2229.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ra16bit's solution](#)

2230.

106429E

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2231.

106251H

[Exam Room](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2232.

105837A

[Balls and Bins](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2233.

105837B

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2234.

105837D

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

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2235.

105837C

[Busy Beaver's Colorful Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2236.

106251F

[Avoid Copyright Infringement](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2237.

106251E

[67](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2238.

106251D

[Introduction to Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2239.

106251C

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2240.

106251B

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2241.

106251A

[M](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ra16bit's solution](#)

2242.

2087H

[Nim with Special Numbers](#) · [Tutorial](#)

Quality: 28 global accepts · Rating: — · first AC: 2026-03-06 · Kotlin 1.9 (first AC) · Tags: *special

[Ra16bit's solution](#)

2243.

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Ra16bit's solution](#)

2244.

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2245.

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

2246.

2198E

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

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, graphs

[Ra16bit's solution](#)

2247.

2198D

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

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2248.

2198C

[Preparing for the Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2249.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2250.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2251.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2026-02-15 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2252.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2253.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2254.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2255.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2256.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2257.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2258.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2259.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2260.

105637G

[Laboratory Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · Python 3 (first AC) · Tags: —

[Ra16bit's solution](#)

2261.

105637F

[Ammunition Storage](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2262.

105637K

[Iranian Hazfi Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2263.

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2264.

105637C

[Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2265.

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2266.

105637B

[Flower Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2267.

105637A

[Final Price](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2268.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2269.

2142G

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Ra16bit's solution](#)

2270.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, data structures, math, matrices

[Ra16bit's solution](#)

2271.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, binary search, bitmasks, greedy

[Ra16bit's solution](#)

2272.

2142D

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

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math, strings

[Ra16bit's solution](#)

2273.

2142C

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

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation, strings

[Ra16bit's solution](#)

2274.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2275.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2276.

105667E

[Colored Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2277.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

2278.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Ra16bit's solution](#)

2279.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Ra16bit's solution](#)

2280.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Ra16bit's solution](#)

2281.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

2282.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Ra16bit's solution](#)

2283.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Ra16bit's solution](#)

2284.

105668F

[AAB !” BAA](#)[Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2285.

2088G

[Ardent Flames](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: *special, binary search

[Ra16bit's solution](#)

2286.

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: *special

[Ra16bit's solution](#)

2287.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.9 (first AC) · Tags: *special

[Ra16bit's solution](#)

2288.

2088F

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Ra16bit's solution](#)

2289.

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2290.

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[Ra16bit's solution](#)

2291.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · Kotlin 1.7 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2292.

105668G

[Grid and Numbers Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2293.

105667C

[MIT Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2294.

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2295.

105668E

[Missing Number Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2296.

105668D

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

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2297.

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2298.

105668C

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2299.

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2300.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2301.

105667B

[Snakes on a Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2302.

105125D

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

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2303.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2304.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2305.

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2306.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2307.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2308.

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2309.

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2310.

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2311.

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2312.

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2313.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2314.

102680G

[Bike Race](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2315.

102680H

[Last Robotics](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2316.

102680F

[Calculus Eliminator](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2317.

102680E

[Negigent Norbert](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2318.

102680D

[One](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2319.

102680C

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

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

[Ra16bit's solution](#)

2320.

102680A

[Passing Bills](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2321.

102680B

[Apple Pen](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2322.

102694F

[The Lorax](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2323.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2324.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2325.

102694C

[Sloth Naptime](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2326.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2327.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

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

[Ra16bit's solution](#)

2328.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy

[Ra16bit's solution](#)

2329.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Ra16bit's solution](#)

2330.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[Ra16bit's solution](#)

2331.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2332.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2333.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2334.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Ra16bit's solution](#)

2335.

2012G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2336.

2012E

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

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, strings

[Ra16bit's solution](#)

2337.

2012D

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

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[Ra16bit's solution](#)

2338.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, brute force, greedy, math

[Ra16bit's solution](#)

2339.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, strings

[Ra16bit's solution](#)

2340.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings

[Ra16bit's solution](#)

2341.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ra16bit's solution](#)

2342.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ra16bit's solution](#)

2343.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2344.

104936E

[101 Things To Do Before You Graduate](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2345.

104936D

[Collecting Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2346.

104937B

[Beavers and Revaeb's](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2347.

104936F

[Beavers and Revaeb's](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2348.

104936C

[Delete One Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2349.

104936B

[Taking an Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2350.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2351.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, interactive

[Ra16bit's solution](#)

2352.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2353.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Ra16bit's solution](#)

2354.

1570D

[Reachable Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2355.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Ra16bit's solution](#)

2356.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2357.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2358.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2359.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ra16bit's solution](#)

2360.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2021-07-01 · last AC: 2021-07-01 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2361.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-07-01 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Ra16bit's solution](#)

2362.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[Ra16bit's solution](#)

2363.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[Ra16bit's solution](#)

2364.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Ra16bit's solution](#)

2365.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Ra16bit's solution](#)

2366.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Ra16bit's solution](#)

2367.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Ra16bit's solution](#)

2368.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2369.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[Ra16bit's solution](#)

2370.

1532F

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

Quality: 219 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Ra16bit's solution](#)

2371.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2372.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Ra16bit's solution](#)

2373.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Ra16bit's solution](#)

2374.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2375.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2376.

1531E3

[Binary Search](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Ra16bit's solution](#)

2377.

1531E2

[Binary Search](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Ra16bit's solution](#)

2378.

1531E1

[Binary Search](#) · [Tutorial](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ra16bit's solution](#)

2379.

1531D

[Binary Search](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Ra16bit's solution](#)

2380.

1531C

[Binary Search](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[Ra16bit's solution](#)

2381.

1531B1

[AAsCÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[Ra16bit's solution](#)

2382.

1531B2

[AAsCÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[Ra16bit's solution](#)

2383.

1531A

[At8CÔ3OT@|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

2384.

1489G

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

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, graphs
[Ra16bit's solution](#)

2385.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

2386.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

2387.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, sortings
[Ra16bit's solution](#)

2388.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, strings
[Ra16bit's solution](#)

2389.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, math
[Ra16bit's solution](#)

2390.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Ra16bit's solution](#)

2391.

1432F

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

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Ra16bit's solution](#)

2392.

1432E

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

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Ra16bit's solution](#)

2393.

1432D

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

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Ra16bit's solution](#)

2394.

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2395.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special, math

[Ra16bit's solution](#)

2396.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · Kotlin 1.4 (first AC) · Tags: *special

[Ra16bit's solution](#)

2397.

1357A2

[Distinguish I. CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2398.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2399.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2400.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2401.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2402.

1356C

[Prepare state \$|01\rangle + |10\rangle + |11\rangle\$](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2403.

1356A1

[Distinguish I from X · Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2404.

1275F

[B,,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Ra16bit's solution](#)

2405.

1275E2

[A&CÖBD >C`LCÖ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2406.

1275E1

[A&CÖBD >C`LCÖ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2407.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2408.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2409.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2410.

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ra16bit's solution](#)

2411.

1116C2

[``Is the bit string periodic?" oracle · Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-04 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2412.

1116C3

[``Is the number of ones divisible by 3?" oracle · Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2413.

1116D2

[Pattern of increasing blocks · Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2414.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2415.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-03 · last AC: 2019-03-03 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2416.

1116A1

[Generate state |00'è + |01'è + |10'è](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[Ra16bit's solution](#)

2417.

100993C

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

Rating: — · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: —

[Ra16bit's solution](#)

2418.

100993B

[Train in a Tunnel](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[Ra16bit's solution](#)

2419.

100993A

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: —

[Ra16bit's solution](#)

2420.

101010E

[Bridge testing](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: —

[Ra16bit's solution](#)

2421.

100701C

[A XOR B](#)

Rating: — · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2422.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2423.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2424.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2425.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2426.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2427.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2428.

100057E

[A F D O C D 6 C a =](#)

Rating: — · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2429.

100209E

[A T O C r 5 D K](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2430.

100057D

[A T O D T 8 C \\$ 0 D \\$ > D](#)

Rating: — · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2431.

100057C

[B T O C i e , , 5 C O 8 D o B C 1 C ' 8 D d K](#)

Rating: — · first AC: 2014-09-30 · last AC: 2014-09-30 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2432.

100075D

[A a A O i d C](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2433.

100239D

[B T O C r 5 D](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2434.

100239E

[A S O C r F C , , = C F C , , O](#)

Rating: — · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2435.

100239B

[A 5 C T y O r i e C T 6 C # 0 C , a 3 C O > C A > C](#)

Rating: — · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2436.

100239C

[A K D B D 0 D ò Ô ? D 5 C K D B D 0 D ò A C ä @ D \\$ 8 D > C \\$: C](#)

Rating: — · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2437.

100239A

[B \\$ 5 D ? A C T = C , , 5](#)

Rating: — · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2438.

100447E

[A 0 0 0 0 > D > C > D \\$ K](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2439.

100447D

[B T A A i a l](#)

Rating: — · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2440.

100447B

[B B C ä a l](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2441.

100447C

[A 6 > D T i s C B 2 C 4 > D B C €](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2442.

100447A

[B 5 D d ä C ö @ C ä A](#)

Rating: — · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2443.

100442D

[A 7 @ C ä 7 D °](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2444.

100442C

[A Ä 8 D \\$ 0 C , 3 D 0 D @](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2445.

100442B

[A ä @ C ä 3 C < C €](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2446.

100442A

[B \\$ @ C ä C C 4 > C ` L C Ö 8 C # 8](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2458.

100075A

[A7D6566BC,,FD°](#)

Rating: — · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2459.

100075C

[A7C@CaFCTAD >D](#)

Rating: — · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2460.

100075B

[B\\$@Ca\ACä;C,,0CÔFD°](#)

Rating: — · first AC: 2012-09-13 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2461.

100059E

[B\\$5C@AD\\$>C\\$KC' @CT4C :D\\$>D](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2462.

100059D

[A7C@CaD8](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2463.

100059B

[A7D6566C@ HC,,DD C](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2464.

100059A

[A7C@CaAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2465.

100058E

[E · Tutorial](#)

Rating: — · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2466.

100058D

[A4B@D:5D 5CDL](#)

Rating: — · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2467.

100058C

[B7D@16](#)

Rating: — · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2468.

100058B

[A7C@Ca](#)

Rating: — · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)

2469.

100058A

[B.T.O.](#) [C.OCD:C](#)

Rating: — · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: —

[Ra16bit's solution](#)