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[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Radewoosh's solution](#)

103.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Radewoosh's solution](#)

104.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Radewoosh's solution](#)

105.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Radewoosh's solution](#)

106.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[Radewoosh's solution](#)

107.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 800 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

108.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Radewoosh's solution](#)

109.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Radewoosh's solution](#)

110.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

111.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

112.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

113.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

114.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Radewoosh's solution](#)

115.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

116.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

117.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

118.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

119.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

120.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Radewoosh's solution](#)

121.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

122.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

123.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

124.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · last AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

125.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

126.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

127.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

128.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation,

strings

[Radewoosh's solution](#)

129.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

130.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

131.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

132.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

133.

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

[Radewoosh's solution](#)

134.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

135.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Radewoosh's solution](#)

136.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,542 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

137.

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

138.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

139.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number

theory

[Radewoosh's solution](#)

140.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

141.

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

[Radewoosh's solution](#)

142.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Radewoosh's solution](#)

143.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

144.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

145.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

146.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

147.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

148.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

149.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

150.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

151.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

152.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

153.

1055A

[Metro](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

154.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Radewoosh's solution](#)

155.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Radewoosh's solution](#)

156.

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

[Radewoosh's solution](#)

157.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

158.

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Radewoosh's solution](#)

159.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

160.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Radewoosh's solution](#)

161.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Radewoosh's solution](#)

162.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

163.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: greedy

[Radewoosh's solution](#)

164.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

165.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

166.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

167.

549A

[Face Detection](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

168.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

169.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

170.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

171.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Radewoosh's solution](#)

172.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

173.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Radewoosh's solution](#)

174.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Radewoosh's solution](#)

175.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Radewoosh's solution](#)

176.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Radewoosh's solution](#)

177.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

178.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Radewoosh's solution](#)

179.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

180.

1782B

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

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

[Radewoosh's solution](#)

181.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

182.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Radewoosh's solution](#)

183.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Radewoosh's solution](#)

184.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[Radewoosh's solution](#)

185.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Radewoosh's solution](#)

186.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

187.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

188.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Radewoosh's solution](#)

189.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Radewoosh's solution](#)

190.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Radewoosh's solution](#)

191.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

192.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Radewoosh's solution](#)

193.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Radewoosh's solution](#)

194.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Radewoosh's solution](#)

195.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

196.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

197.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

198.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

199.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

200.

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

201.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Radewoosh's solution](#)

202.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

203.

757A

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

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

[Radewoosh's solution](#)

204.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

205.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[Radewoosh's solution](#)

206.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Radewoosh's solution](#)

207.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

208.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

209.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

210.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Radewoosh's solution](#)

211.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

212.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

213.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Radewoosh's solution](#)

214.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Radewoosh's solution](#)

215.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Radewoosh's solution](#)

216.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Radewoosh's solution](#)

217.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

218.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

219.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Radewoosh's solution](#)

220.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

221.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Radewoosh's solution](#)

222.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Radewoosh's solution](#)

223.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Radewoosh's solution](#)

224.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

225.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Radewoosh's solution](#)

226.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

227.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Radewoosh's solution](#)

228.

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

[Radewoosh's solution](#)

229.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

230.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

231.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Radewoosh's solution](#)

232.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Radewoosh's solution](#)

233.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Radewoosh's solution](#)

234.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

235.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

236.

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

[Radewoosh's solution](#)

237.

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

[Radewoosh's solution](#)

238.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

239.

1366A

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

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Radewoosh's solution](#)

240.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Radewoosh's solution](#)

241.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

242.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

243.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

244.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

245.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

246.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: brute force, dp

[Radewoosh's solution](#)

247.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

248.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Radewoosh's solution](#)

249.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Radewoosh's solution](#)

250.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

251.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Radewoosh's solution](#)

252.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Radewoosh's solution](#)

253.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

254.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

255.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

256.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

257.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Radewoosh's solution](#)

258.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

259.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

260.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

261.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

262.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

263.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

264.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[Radewoosh's solution](#)

265.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Radewoosh's solution](#)

266.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[Radewoosh's solution](#)

267.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

268.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

269.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Radewoosh's solution](#)

270.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Radewoosh's solution](#)

271.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Radewoosh's solution](#)

272.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

273.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Radewoosh's solution](#)

274.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1200 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Radewoosh's solution](#)

275.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

276.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Radewoosh's solution](#)

277.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Radewoosh's solution](#)

278.

2039C1

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

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

[Radewoosh's solution](#)

279.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[Radewoosh's solution](#)

280.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Radewoosh's solution](#)

281.

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
[Radewoosh's solution](#)

282.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Radewoosh's solution](#)

283.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[Radewoosh's solution](#)

284.

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

285.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Radewoosh's solution](#)

286.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Radewoosh's solution](#)

287.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Radewoosh's solution](#)

288.

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
[Radewoosh's solution](#)

289.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

290.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Radewoosh's solution](#)

291.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Radewoosh's solution](#)

292.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

293.

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

[Radewoosh's solution](#)

294.

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

[Radewoosh's solution](#)

295.

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

[Radewoosh's solution](#)

296.

1392C

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

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

[Radewoosh's solution](#)

297.

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

[Radewoosh's solution](#)

298.

1369B

[AccurateLee](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

299.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number

theory, two pointers

[Radewoosh's solution](#)

300.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Radewoosh's solution](#)

301.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Radewoosh's solution](#)

302.

1363A

[Odd Selection](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

303.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Radewoosh's solution](#)

304.

1305B

[Kuron 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

[Radewoosh's solution](#)

305.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

306.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

307.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

308.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

309.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

310.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

311.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

312.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

313.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

314.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

315.

1023C

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

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

[Radewoosh's solution](#)

316.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Radewoosh's solution](#)

317.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Radewoosh's solution](#)

318.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Radewoosh's solution](#)

319.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

320.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

321.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[Radewoosh's solution](#)

322.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Radewoosh's solution](#)

323.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

324.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[Radewoosh's solution](#)

325.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Radewoosh's solution](#)

326.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

327.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

328.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Radewoosh's solution](#)

329.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Radewoosh's solution](#)

330.

655B

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

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

331.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

332.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

333.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

334.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

335.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

336.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

337.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Radewoosh's solution](#)

338.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

339.

482A

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

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

[Radewoosh's solution](#)

340.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[Radewoosh's solution](#)

341.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

342.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

343.

462C

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

Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: implementation, sortings

[Radewoosh's solution](#)

344.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Radewoosh's solution](#)

345.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

346.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Radewoosh's solution](#)

347.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Radewoosh's solution](#)

348.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

349.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Radewoosh's solution](#)

350.

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

[Radewoosh's solution](#)

351.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Radewoosh's solution](#)

352.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Radewoosh's solution](#)

353.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation

[Radewoosh's solution](#)

354.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

355.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

356.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Radewoosh's solution](#)

357.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Radewoosh's solution](#)

358.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

359.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Radewoosh's solution](#)

360.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Radewoosh's solution](#)

361.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Radewoosh's solution](#)

362.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Radewoosh's solution](#)

363.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Radewoosh's solution](#)

364.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Radewoosh's solution](#)

365.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Radewoosh's solution](#)

366.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

367.

1667A

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

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

[Radewoosh's solution](#)

368.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Radewoosh's solution](#)

369.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

370.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Radewoosh's solution](#)

371.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

372.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

373.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Radewoosh's solution](#)

374.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Radewoosh's solution](#)

375.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Radewoosh's solution](#)

376.

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

[Radewoosh's solution](#)

377.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

378.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Radewoosh's solution](#)

379.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

380.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Radewoosh's solution](#)

381.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Radewoosh's solution](#)

382.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

383.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Radewoosh's solution](#)

384.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

385.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

386.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Radewoosh's solution](#)

387.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Radewoosh's solution](#)

388.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Radewoosh's solution](#)

389.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Radewoosh's solution](#)

390.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Radewoosh's solution](#)

391.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

392.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Radewoosh's solution](#)

393.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Radewoosh's solution](#)

394.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Radewoosh's solution](#)

395.

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

[Radewoosh's solution](#)

396.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

397.

1063A

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

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

[Radewoosh's solution](#)

398.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

399.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Radewoosh's solution](#)

400.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

401.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

402.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Radewoosh's solution](#)

403.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

404.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

405.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Radewoosh's solution](#)

406.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2017-08-04 · last AC: 2018-02-06 · GNU C++11 (first AC) · Tags: brute force, dp

[Radewoosh's solution](#)

407.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Radewoosh's solution](#)

408.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Radewoosh's solution](#)

409.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

410.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Radewoosh's solution](#)

411.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[Radewoosh's solution](#)

412.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

413.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

414.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Radewoosh's solution](#)

415.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Radewoosh's solution](#)

416.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Radewoosh's solution](#)

417.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Radewoosh's solution](#)

418.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

419.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Radewoosh's solution](#)

420.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Radewoosh's solution](#)

421.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

422.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: greedy

[Radewoosh's solution](#)

423.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

424.

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

[Radewoosh's solution](#)

425.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

426.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Radewoosh's solution](#)

427.

472B

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

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

[Radewoosh's solution](#)

428.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[Radewoosh's solution](#)

429.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2013-11-23 · GNU C++0x (first AC) · Tags: implementation, strings, two pointers

[Radewoosh's solution](#)

430.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Radewoosh's solution](#)

431.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Radewoosh's solution](#)

432.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

433.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Radewoosh's solution](#)

434.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Radewoosh's solution](#)

435.

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

[Radewoosh's solution](#)

436.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[Radewoosh's solution](#)

437.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Radewoosh's solution](#)

438.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Radewoosh's solution](#)

439.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

440.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Radewoosh's solution](#)

441.

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

[Radewoosh's solution](#)

442.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Radewoosh's solution](#)

443.

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

[Radewoosh's solution](#)

444.

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

[Radewoosh's solution](#)

445.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

446.

1854A1

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

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

[Radewoosh's solution](#)

447.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Radewoosh's solution](#)

448.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Radewoosh's solution](#)

449.

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
[Radewoosh's solution](#)

450.

1696C

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

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

451.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[Radewoosh's solution](#)

452.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[Radewoosh's solution](#)

453.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[Radewoosh's solution](#)

454.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[Radewoosh's solution](#)

455.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Radewoosh's solution](#)

456.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[Radewoosh's solution](#)

457.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Radewoosh's solution](#)

458.

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
[Radewoosh's solution](#)

459.

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
[Radewoosh's solution](#)

460.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[Radewoosh's solution](#)

461.

1369C

[RationalLee](#) · [Tutorial](#)

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

462.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Radewoosh's solution](#)

463.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Radewoosh's solution](#)

464.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Radewoosh's solution](#)

465.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
[Radewoosh's solution](#)

466.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[Radewoosh's solution](#)

467.

1303B

[National Project](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

468.

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

[Radewoosh's solution](#)

469.

1270C

[Make Good](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

470.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Radewoosh's solution](#)

471.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Radewoosh's solution](#)

472.

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

[Radewoosh's solution](#)

473.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

474.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

475.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

476.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Radewoosh's solution](#)

477.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Radewoosh's solution](#)

478.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

479.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

480.

1167C

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

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Radewoosh's solution](#)

481.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Radewoosh's solution](#)

482.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

483.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

484.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

485.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

486.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Radewoosh's solution](#)

487.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Radewoosh's solution](#)

488.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
[Radewoosh's solution](#)

489.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: dp
[Radewoosh's solution](#)

490.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Radewoosh's solution](#)

491.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Radewoosh's solution](#)

492.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation
[Radewoosh's solution](#)

493.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[Radewoosh's solution](#)

494.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[Radewoosh's solution](#)

495.

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
[Radewoosh's solution](#)

496.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force
[Radewoosh's solution](#)

497.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[Radewoosh's solution](#)

498.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Radewoosh's solution](#)

499.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Radewoosh's solution](#)

500.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Radewoosh's solution](#)

501.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

502.

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

[Radewoosh's solution](#)

503.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Radewoosh's solution](#)

504.

516A

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

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

[Radewoosh's solution](#)

505.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Radewoosh's solution](#)

506.

513B1

[Permutations](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

507.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

508.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Radewoosh's solution](#)

509.

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

[Radewoosh's solution](#)

510.

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

[Radewoosh's solution](#)

511.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Radewoosh's solution](#)

512.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Radewoosh's solution](#)

513.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Radewoosh's solution](#)

514.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Radewoosh's solution](#)

515.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Radewoosh's solution](#)

516.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Radewoosh's solution](#)

517.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Radewoosh's solution](#)

518.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Radewoosh's solution](#)

519.

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

[Radewoosh's solution](#)

520.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Radewoosh's solution](#)

521.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Radewoosh's solution](#)

522.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Radewoosh's solution](#)

523.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Radewoosh's solution](#)

524.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Radewoosh's solution](#)

525.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Radewoosh's solution](#)

526.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Radewoosh's solution](#)

527.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Radewoosh's solution](#)

528.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Radewoosh's solution](#)

529.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Radewoosh's solution](#)

530.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Radewoosh's solution](#)

531.

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

[Radewoosh's solution](#)

532.

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

[Radewoosh's solution](#)

533.

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

[Radewoosh's solution](#)

534.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Radewoosh's solution](#)

535.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

536.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Radewoosh's solution](#)

537.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Radewoosh's solution](#)

538.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Radewoosh's solution](#)

539.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Radewoosh's solution](#)

540.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

541.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Radewoosh's solution](#)

542.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

543.

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

[Radewoosh's solution](#)

544.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

545.

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

[Radewoosh's solution](#)

546.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

547.

1299A

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

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

[Radewoosh's solution](#)

548.

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

[Radewoosh's solution](#)

549.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

550.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Radewoosh's solution](#)

551.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[Radewoosh's solution](#)

552.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Radewoosh's solution](#)

553.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Radewoosh's solution](#)

554.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Radewoosh's solution](#)

555.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Radewoosh's solution](#)

556.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Radewoosh's solution](#)

557.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Radewoosh's solution](#)

558.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Radewoosh's solution](#)

559.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[Radewoosh's solution](#)

560.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

561.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

562.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

563.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

564.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

565.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Radewoosh's solution](#)

566.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

567.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

568.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

569.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

570.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

571.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Radewoosh's solution](#)

572.

997A

[Convert to Ones](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

573.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

574.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Radewoosh's solution](#)

575.

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

[Radewoosh's solution](#)

576.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Radewoosh's solution](#)

577.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[Radewoosh's solution](#)

578.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Radewoosh's solution](#)

579.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Radewoosh's solution](#)

580.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Radewoosh's solution](#)

581.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

582.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Radewoosh's solution](#)

583.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: greedy

[Radewoosh's solution](#)

584.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

585.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Radewoosh's solution](#)

586.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

587.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

588.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Radewoosh's solution](#)

589.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

590.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

591.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[Radewoosh's solution](#)

592.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

593.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[Radewoosh's solution](#)

594.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Radewoosh's solution](#)

595.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[Radewoosh's solution](#)

596.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

597.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, math

[Radewoosh's solution](#)

598.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Radewoosh's solution](#)

599.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

600.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[Radewoosh's solution](#)

601.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

602.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Radewoosh's solution](#)

603.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[Radewoosh's solution](#)

604.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: dp

[Radewoosh's solution](#)

605.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Radewoosh's solution](#)

606.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Radewoosh's solution](#)

607.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Radewoosh's solution](#)

608.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Radewoosh's solution](#)

609.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Radewoosh's solution](#)

610.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Radewoosh's solution](#)

611.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Radewoosh's solution](#)

612.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Radewoosh's solution](#)

613.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Radewoosh's solution](#)

614.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[Radewoosh's solution](#)

615.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[Radewoosh's solution](#)

616.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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617.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
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618.

1779C

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Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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619.

1753B

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Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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620.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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621.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
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622.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
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623.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

624.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

625.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Radewoosh's solution](#)

626.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Radewoosh's solution](#)

627.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Radewoosh's solution](#)

628.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Radewoosh's solution](#)

629.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

630.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

631.

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

[Radewoosh's solution](#)

632.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Radewoosh's solution](#)

633.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Radewoosh's solution](#)

634.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Radewoosh's solution](#)

635.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Radewoosh's solution](#)

636.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

637.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Radewoosh's solution](#)

638.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Radewoosh's solution](#)

639.

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

[Radewoosh's solution](#)

640.

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

[Radewoosh's solution](#)

641.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Radewoosh's solution](#)

642.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Radewoosh's solution](#)

643.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy,

implementation

[Radewoosh's solution](#)

644.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Radewoosh's solution](#)

645.

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

[Radewoosh's solution](#)

646.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

647.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Radewoosh's solution](#)

648.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Radewoosh's solution](#)

649.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Radewoosh's solution](#)

650.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

651.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

652.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Radewoosh's solution](#)

653.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Radewoosh's solution](#)

654.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[Radewoosh's solution](#)

655.

1137A

[Skyscrapers](#) · [Tutorial](#)

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

656.

1109A

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

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

657.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Radewoosh's solution](#)

658.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Radewoosh's solution](#)

659.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Radewoosh's solution](#)

660.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Radewoosh's solution](#)

661.

1056D

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

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

662.

1056B

[Divide Candies](#) · [Tutorial](#)

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

663.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Radewoosh's solution](#)

664.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

665.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Radewoosh's solution](#)

666.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Radewoosh's solution](#)

667.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Radewoosh's solution](#)

668.

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

669.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

670.

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

[Radewoosh's solution](#)

671.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Radewoosh's solution](#)

672.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Radewoosh's solution](#)

673.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Radewoosh's solution](#)

674.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Radewoosh's solution](#)

675.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Radewoosh's solution](#)

676.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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677.

878A

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Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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678.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dp, strings

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679.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Radewoosh's solution](#)

680.

431C

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Quality: 29,775 global accepts · Rating: 1600 · first AC: 2017-08-05 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Radewoosh's solution](#)

681.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Radewoosh's solution](#)

682.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Radewoosh's solution](#)

683.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[Radewoosh's solution](#)

684.

781A

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Radewoosh's solution](#)

685.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Radewoosh's solution](#)

686.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Radewoosh's solution](#)

687.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp

[Radewoosh's solution](#)

688.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Radewoosh's solution](#)

689.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Radewoosh's solution](#)

690.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Radewoosh's solution](#)

691.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

692.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Radewoosh's solution](#)

693.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Radewoosh's solution](#)

694.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Radewoosh's solution](#)

695.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

696.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

697.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Radewoosh's solution](#)

698.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Radewoosh's solution](#)

699.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

700.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Radewoosh's solution](#)

701.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: implementation

[Radewoosh's solution](#)

702.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Radewoosh's solution](#)

703.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Radewoosh's solution](#)

704.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Radewoosh's solution](#)

705.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: dp, graphs

[Radewoosh's solution](#)

706.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Radewoosh's solution](#)

707.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

708.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

709.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Radewoosh's solution](#)

710.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[Radewoosh's solution](#)

711.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

712.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[Radewoosh's solution](#)

713.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math

[Radewoosh's solution](#)

714.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Radewoosh's solution](#)

715.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Radewoosh's solution](#)

716.

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

[Radewoosh's solution](#)

717.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: math

[Radewoosh's solution](#)

718.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Radewoosh's solution](#)

719.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Radewoosh's solution](#)

720.

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

[Radewoosh's solution](#)

721.

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

[Radewoosh's solution](#)

722.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

723.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

724.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

725.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

726.

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

[Radewoosh's solution](#)

727.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Radewoosh's solution](#)

728.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Radewoosh's solution](#)

729.

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

[Radewoosh's solution](#)

730.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Radewoosh's solution](#)

731.

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

[Radewoosh's solution](#)

732.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

733.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Radewoosh's solution](#)

734.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Radewoosh's solution](#)

735.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Radewoosh's solution](#)

736.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Radewoosh's solution](#)

737.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Radewoosh's solution](#)

738.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 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

[Radewoosh's solution](#)

739.

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

[Radewoosh's solution](#)

740.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Radewoosh's solution](#)

741.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Radewoosh's solution](#)

742.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

743.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

744.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Radewoosh's solution](#)

745.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Radewoosh's solution](#)

746.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Radewoosh's solution](#)

747.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Radewoosh's solution](#)

748.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

749.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[Radewoosh's solution](#)

750.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Radewoosh's solution](#)

751.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Radewoosh's solution](#)

752.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Radewoosh's solution](#)

753.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[Radewoosh's solution](#)

754.

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
[Radewoosh's solution](#)

755.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
[Radewoosh's solution](#)

756.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Radewoosh's solution](#)

757.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Radewoosh's solution](#)

758.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Radewoosh's solution](#)

759.

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

[Radewoosh's solution](#)

760.

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

[Radewoosh's solution](#)

761.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Radewoosh's solution](#)

762.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Radewoosh's solution](#)

763.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

764.

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

[Radewoosh's solution](#)

765.

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

[Radewoosh's solution](#)

766.

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

[Radewoosh's solution](#)

767.

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

[Radewoosh's solution](#)

768.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

769.

1314A

[Recommendations](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

770.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

771.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Radewoosh's solution](#)

772.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

773.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

774.

1261A

[Messy](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

775.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

776.

1249E

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

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Radewoosh's solution](#)

777.

1237C1

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

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

[Radewoosh's solution](#)

778.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

779.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Radewoosh's solution](#)

780.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Radewoosh's solution](#)

781.

1146C

[Tree Diameter](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

782.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

783.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

784.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

785.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Radewoosh's solution](#)

786.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[Radewoosh's solution](#)

787.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Radewoosh's solution](#)

788.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Radewoosh's solution](#)

789.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Radewoosh's solution](#)

790.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

791.

1023D

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

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

[Radewoosh's solution](#)

792.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Radewoosh's solution](#)

793.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

794.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Radewoosh's solution](#)

795.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

796.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Radewoosh's solution](#)

797.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Radewoosh's solution](#)

798.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[Radewoosh's solution](#)

799.

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Radewoosh's solution](#)

800.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

801.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings
[Radewoosh's solution](#)

802.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[Radewoosh's solution](#)

803.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math
[Radewoosh's solution](#)

804.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings
[Radewoosh's solution](#)

805.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math
[Radewoosh's solution](#)

806.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[Radewoosh's solution](#)

807.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Radewoosh's solution](#)

808.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[Radewoosh's solution](#)

809.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[Radewoosh's solution](#)

810.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory
[Radewoosh's solution](#)

811.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[Radewoosh's solution](#)

812.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[Radewoosh's solution](#)

813.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

814.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[Radewoosh's solution](#)

815.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

816.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Radewoosh's solution](#)

817.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

818.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

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819.

584C

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Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

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820.

581D

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Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

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821.

578A

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Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Radewoosh's solution](#)

822.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

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823.

533C

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Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-08-28 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

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824.

567D

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825.

567C

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Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp

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826.

559B

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Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

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827.

201A

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Quality: 3,246 global accepts · Rating: 1700 · first AC: 2015-06-05 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

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828.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

829.

490C

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Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[Radewoosh's solution](#)

830.

489D

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[Radewoosh's solution](#)

831.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Radewoosh's solution](#)

832.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Radewoosh's solution](#)

833.

474D

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Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[Radewoosh's solution](#)

834.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[Radewoosh's solution](#)

835.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Radewoosh's solution](#)

836.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

837.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Radewoosh's solution](#)

838.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Radewoosh's solution](#)

839.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

840.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Radewoosh's solution](#)

841.

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

[Radewoosh's solution](#)

842.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Radewoosh's solution](#)

843.

2039C2

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

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

number theory

[Radewoosh's solution](#)

844.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Radewoosh's solution](#)

845.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Radewoosh's solution](#)

846.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Radewoosh's solution](#)

847.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

848.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

849.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Radewoosh's solution](#)

850.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Radewoosh's solution](#)

851.

1824B1

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

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

[Radewoosh's solution](#)

852.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Radewoosh's solution](#)

853.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Radewoosh's solution](#)

854.

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

[Radewoosh's solution](#)

855.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

856.

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

[Radewoosh's solution](#)

857.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Radewoosh's solution](#)

858.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Radewoosh's solution](#)

859.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Radewoosh's solution](#)

860.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Radewoosh's solution](#)

861.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

862.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Radewoosh's solution](#)

863.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Radewoosh's solution](#)

864.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Radewoosh's solution](#)

865.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Radewoosh's solution](#)

866.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Radewoosh's solution](#)

867.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Radewoosh's solution](#)

868.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Radewoosh's solution](#)

869.

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

[Radewoosh's solution](#)

870.

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

[Radewoosh's solution](#)

871.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Radewoosh's solution](#)

872.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Radewoosh's solution](#)

873.

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

[Radewoosh's solution](#)

874.

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

[Radewoosh's solution](#)

875.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Radewoosh's solution](#)

876.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Radewoosh's solution](#)

877.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

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878.

1398D

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Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Radewoosh's solution](#)

879.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

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880.

1381B

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Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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881.

1355C

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Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Radewoosh's solution](#)

882.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Radewoosh's solution](#)

883.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Radewoosh's solution](#)

884.

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

[Radewoosh's solution](#)

885.

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

[Radewoosh's solution](#)

886.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Radewoosh's solution](#)

887.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Radewoosh's solution](#)

888.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

889.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Radewoosh's solution](#)

890.

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

[Radewoosh's solution](#)

891.

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

[Radewoosh's solution](#)

892.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

893.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Radewoosh's solution](#)

894.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Radewoosh's solution](#)

895.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

896.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Radewoosh's solution](#)

897.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Radewoosh's solution](#)

898.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

899.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

900.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[Radewoosh's solution](#)

901.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

902.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)

903.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

904.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

905.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

906.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Radewoosh's solution](#)

907.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Radewoosh's solution](#)

908.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Radewoosh's solution](#)

909.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Radewoosh's solution](#)

910.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Radewoosh's solution](#)

911.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Radewoosh's solution](#)

912.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[Radewoosh's solution](#)

913.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

914.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Radewoosh's solution](#)

915.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[Radewoosh's solution](#)

916.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory
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917.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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918.

983B

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Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
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919.

963A

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920.

947C

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921.

917A

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922.

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
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923.

913D

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924.

853B

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Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
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925.

830A

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926.

827B

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Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Radewoosh's solution](#)

927.

802A2

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[Radewoosh's solution](#)

928.

802A1

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929.

799C

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930.

800B

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Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Radewoosh's solution](#)

931.

800A

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[Radewoosh's solution](#)

932.

778B

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933.

776C

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[Radewoosh's solution](#)

934.

768C

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935.

513G1

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936.

730B

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937.

730A

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938.

725D

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939.

700B

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940.

687B

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941.

675D

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942.

671A

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943.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
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944.

665D

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[Radewoosh's solution](#)

945.

663A

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946.

652D

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Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

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947.

652C

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Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

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948.

655D

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Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

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949.

626D

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[Radewoosh's solution](#)

950.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

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951.

592C

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Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

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952.

585A

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953.

584D

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[Radewoosh's solution](#)

954.

551B

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955.

201B

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956.

543A

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[Radewoosh's solution](#)

957.

528B

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Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

958.

513B2

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959.

487A

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[Radewoosh's solution](#)

960.

482B

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Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[Radewoosh's solution](#)

961.

300C

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Quality: 11,758 global accepts · Rating: 1800 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: brute force, combinatorics

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962.

471D

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Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: string suffix structures, strings

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963.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

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964.

2180D

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965.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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966.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Radewoosh's solution](#)

967.

2165B

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968.

2129C1

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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969.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

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970.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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971.

2053E

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972.

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973.

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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974.

1991E

[Coloring Game](#) · [Tutorial](#)

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975.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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976.

1994D

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greedy, math, number theory, trees

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977.

1909D

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978.

1912D

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979.

1912A

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980.

1902D

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981.

1902E

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982.

1854A2

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983.

1817B

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984.

1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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985.

1801C

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986.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

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987.

1787D

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988.

1739D

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Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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989.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

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990.

1696D

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991.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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992.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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993.

1558B

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994.

1508A

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995.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

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996.

1495B

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997.

1479B1

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998.

1477B

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999.

1470B

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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

[Radewoosh's solution](#)

1000.

1439A2

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

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[Radewoosh's solution](#)

1001.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

1002.

1404B

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Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

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1003.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Radewoosh's solution](#)

1004.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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1005.

1375D

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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

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1006.

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

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1007.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

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1008.

285D

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Quality: 1,676 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

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1009.

226B

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Quality: 1,709 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Radewoosh's solution](#)

1010.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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1011.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Radewoosh's solution](#)

1012.

1354D

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Quality: 10,169 global accepts · Rating: 1900 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

1013.

1305D

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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

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1014.

1307D

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

[Radewoosh's solution](#)

1015.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Radewoosh's solution](#)

1016.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Radewoosh's solution](#)

1017.

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

[Radewoosh's solution](#)

1018.

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

[Radewoosh's solution](#)

1019.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Radewoosh's solution](#)

1020.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Radewoosh's solution](#)

1021.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Radewoosh's solution](#)

1022.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Radewoosh's solution](#)

1023.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Radewoosh's solution](#)

1024.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Radewoosh's solution](#)

1025.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[Radewoosh's solution](#)

1026.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

1027.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Radewoosh's solution](#)**1028.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Radewoosh's solution](#)**1029.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Radewoosh's solution](#)**1030.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)**1031.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Radewoosh's solution](#)**1032.**

1078A

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

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths

[Radewoosh's solution](#)**1033.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)**1034.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Radewoosh's solution](#)**1035.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[Radewoosh's solution](#)**1036.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Radewoosh's solution](#)

1037.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1038.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Radewoosh's solution](#)

1039.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

1040.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Radewoosh's solution](#)

1041.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

1042.

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

[Radewoosh's solution](#)

1043.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Radewoosh's solution](#)

1044.

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

[Radewoosh's solution](#)

1045.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[Radewoosh's solution](#)

1046.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Radewoosh's solution](#)

1047.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: dfs and similar

[Radewoosh's solution](#)

1048.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[Radewoosh's solution](#)

1049.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[Radewoosh's solution](#)

1050.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Radewoosh's solution](#)

1051.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Radewoosh's solution](#)

1052.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Radewoosh's solution](#)

1053.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1054.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1055.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Radewoosh's solution](#)

1056.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

1057.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Radewoosh's solution](#)

1058.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Radewoosh's solution](#)

1059.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Radewoosh's solution](#)

1060.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1061.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1062.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1063.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: data structures, dsu

[Radewoosh's solution](#)

1064.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Radewoosh's solution](#)

1065.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

1066.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Radewoosh's solution](#)

1067.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Radewoosh's solution](#)

1068.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

1069.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Radewoosh's solution](#)

1070.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[Radewoosh's solution](#)

1071.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: greedy, math

[Radewoosh's solution](#)

1072.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: greedy

[Radewoosh's solution](#)

1073.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Radewoosh's solution](#)

1074.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Radewoosh's solution](#)

1075.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Radewoosh's solution](#)

1076.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dp, probabilities

[Radewoosh's solution](#)

1077.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: games

[Radewoosh's solution](#)

1078.

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

[Radewoosh's solution](#)

1079.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Radewoosh's solution](#)

1080.

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

[Radewoosh's solution](#)

1081.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Radewoosh's solution](#)

1082.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Radewoosh's solution](#)

1083.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Radewoosh's solution](#)

1084.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Radewoosh's solution](#)

1085.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Radewoosh's solution](#)

1086.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Radewoosh's solution](#)

1087.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Radewoosh's solution](#)

1088.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Radewoosh's solution](#)

1089.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Radewoosh's solution](#)

1090.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Radewoosh's solution](#)

1091.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Radewoosh's solution](#)

1092.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Radewoosh's solution](#)

1093.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1094.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Radewoosh's solution](#)

1095.

1984D

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

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

[Radewoosh's solution](#)

1096.

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

[Radewoosh's solution](#)

1097.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

1098.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Radewoosh's solution](#)

1099.

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

[Radewoosh's solution](#)

1100.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Radewoosh's solution](#)

1101.

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

[Radewoosh's solution](#)

1102.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Radewoosh's solution](#)

1103.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

1104.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Radewoosh's solution](#)

1105.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Radewoosh's solution](#)

1106.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Radewoosh's solution](#)

1107.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Radewoosh's solution](#)

1108.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Radewoosh's solution](#)

1109.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

1110.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Radewoosh's solution](#)

1111.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Radewoosh's solution](#)

1112.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1113.

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

[Radewoosh's solution](#)

1114.

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

[Radewoosh's solution](#)

1115.

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

[Radewoosh's solution](#)

1116.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 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

[Radewoosh's solution](#)

1117.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Radewoosh's solution](#)

1118.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

1119.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Radewoosh's solution](#)

1120.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Radewoosh's solution](#)

1121.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Radewoosh's solution](#)

1122.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

1123.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Radewoosh's solution](#)

1124.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Radewoosh's solution](#)

1125.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Radewoosh's solution](#)

1126.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Radewoosh's solution](#)

1127.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Radewoosh's solution](#)

1128.

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

[Radewoosh's solution](#)

1129.

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

[Radewoosh's solution](#)

1130.

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

[Radewoosh's solution](#)

1131.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Radewoosh's solution](#)

1132.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

1133.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Radewoosh's solution](#)

1134.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Radewoosh's solution](#)

1135.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Radewoosh's solution](#)

1136.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Radewoosh's solution](#)

1137.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Radewoosh's solution](#)

1138.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Radewoosh's solution](#)

1139.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Radewoosh's solution](#)

1140.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

1141.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Radewoosh's solution](#)

1142.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

1143.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Radewoosh's solution](#)

1144.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Radewoosh's solution](#)

1145.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Radewoosh's solution](#)

1146.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Radewoosh's solution](#)

1147.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Radewoosh's solution](#)

1148.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1149.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Radewoosh's solution](#)

1150.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Radewoosh's solution](#)

1151.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Radewoosh's solution](#)

1152.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Radewoosh's solution](#)

1153.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Radewoosh's solution](#)

1154.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1155.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Radewoosh's solution](#)

1156.

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Radewoosh's solution](#)

1157.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Radewoosh's solution](#)

1158.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-02-14 · last AC: 2017-03-29 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Radewoosh's solution](#)

1159.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Radewoosh's solution](#)

1160.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1161.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Radewoosh's solution](#)

1162.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Radewoosh's solution](#)

1163.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

1164.

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

[Radewoosh's solution](#)

1165.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Radewoosh's solution](#)

1166.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1167.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

1168.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[Radewoosh's solution](#)

1169.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Radewoosh's solution](#)

1170.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-19 · last AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy,

two pointers

[Radewoosh's solution](#)

1171.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Radewoosh's solution](#)

1172.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Radewoosh's solution](#)

1173.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Radewoosh's solution](#)

1174.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Radewoosh's solution](#)

1175.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Radewoosh's solution](#)

1176.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2015-06-11 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Radewoosh's solution](#)

1177.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Radewoosh's solution](#)

1178.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: graphs, sortings

[Radewoosh's solution](#)

1179.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dfs and similar

[Radewoosh's solution](#)

1180.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Radewoosh's solution](#)

1181.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Radewoosh's solution](#)

1182.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2015-03-20 · GNU C++ (first AC) · Tags: flows, graphs

[Radewoosh's solution](#)

1183.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: dp, games, number theory

[Radewoosh's solution](#)

1184.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[Radewoosh's solution](#)

1185.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings

[Radewoosh's solution](#)

1186.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Radewoosh's solution](#)

1187.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math

[Radewoosh's solution](#)

1188.

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

[Radewoosh's solution](#)

1189.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Radewoosh's solution](#)

1190.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

[Radewoosh's solution](#)

1191.

462D

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

Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dp, graphs

[Radewoosh's solution](#)

1192.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Radewoosh's solution](#)

1193.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Radewoosh's solution](#)

1194.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Radewoosh's solution](#)

1195.

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

[Radewoosh's solution](#)

1196.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Radewoosh's solution](#)

1197.

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

[Radewoosh's solution](#)

1198.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

1199.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Radewoosh's solution](#)

1200.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Radewoosh's solution](#)

1201.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[Radewoosh's solution](#)

1202.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Radewoosh's solution](#)

1203.

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

[Radewoosh's solution](#)

1204.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Radewoosh's solution](#)

1205.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Radewoosh's solution](#)

1206.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Radewoosh's solution](#)

1207.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Radewoosh's solution](#)

1208.

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

[Radewoosh's solution](#)

1209.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Radewoosh's solution](#)

1210.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1211.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Radewoosh's solution](#)

1212.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Radewoosh's solution](#)

1213.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1214.

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

[Radewoosh's solution](#)

1215.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Radewoosh's solution](#)

1216.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Radewoosh's solution](#)

1217.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Radewoosh's solution](#)

1218.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Radewoosh's solution](#)

1219.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Radewoosh's solution](#)

1220.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Radewoosh's solution](#)

1221.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1222.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs,

greedy, math, sortings

[Radewoosh's solution](#)

1223.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Radewoosh's solution](#)

1224.

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

[Radewoosh's solution](#)

1225.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Radewoosh's solution](#)

1226.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Radewoosh's solution](#)

1227.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Radewoosh's solution](#)

1228.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

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1229.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Radewoosh's solution](#)

1230.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Radewoosh's solution](#)

1231.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Radewoosh's solution](#)

1232.

1322B

[Present](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

1233.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Radewoosh's solution](#)

1234.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Radewoosh's solution](#)

1235.

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

[Radewoosh's solution](#)

1236.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Radewoosh's solution](#)

1237.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Radewoosh's solution](#)

1238.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1239.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Radewoosh's solution](#)

1240.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Radewoosh's solution](#)

1241.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Radewoosh's solution](#)

1242.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Radewoosh's solution](#)

1243.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[Radewoosh's solution](#)

1244.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[Radewoosh's solution](#)

1245.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[Radewoosh's solution](#)

1246.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[Radewoosh's solution](#)

1247.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory
[Radewoosh's solution](#)

1248.

1120C

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Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Radewoosh's solution](#)

1249.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Radewoosh's solution](#)

1250.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings
[Radewoosh's solution](#)

1251.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp, math
[Radewoosh's solution](#)

1252.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry
[Radewoosh's solution](#)

1253.

1070E

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Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

1254.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Radewoosh's solution](#)

1255.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1256.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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1257.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

1258.

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

[Radewoosh's solution](#)

1259.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Radewoosh's solution](#)

1260.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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1261.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1262.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, number theory

[Radewoosh's solution](#)

1263.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Radewoosh's solution](#)

1264.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings

[Radewoosh's solution](#)

1265.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Radewoosh's solution](#)

1266.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: math

[Radewoosh's solution](#)

1267.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: dp, trees

[Radewoosh's solution](#)

1268.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[Radewoosh's solution](#)

1269.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Radewoosh's solution](#)

1270.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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1271.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Radewoosh's solution](#)

1272.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Radewoosh's solution](#)

1273.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

1274.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Radewoosh's solution](#)

1275.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Radewoosh's solution](#)

1276.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Radewoosh's solution](#)

1277.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[Radewoosh's solution](#)

1278.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[Radewoosh's solution](#)

1279.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Radewoosh's solution](#)

1280.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2016-04-20 · last AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[Radewoosh's solution](#)

1281.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Radewoosh's solution](#)

1282.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Radewoosh's solution](#)

1283.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1284.

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

[Radewoosh's solution](#)

1285.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Radewoosh's solution](#)

1286.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Radewoosh's solution](#)

1287.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Radewoosh's solution](#)

1288.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

1289.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2015-05-17 · GNU C++ (first AC) · Tags: dp

[Radewoosh's solution](#)

1290.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1291.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Radewoosh's solution](#)

1292.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[Radewoosh's solution](#)

1293.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[Radewoosh's solution](#)

1294.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory

[Radewoosh's solution](#)

1295.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1296.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Radewoosh's solution](#)

1297.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Radewoosh's solution](#)

1298.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Radewoosh's solution](#)

1299.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Radewoosh's solution](#)

1300.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Radewoosh's solution](#)

1301.

2039E

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

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

[Radewoosh's solution](#)

1302.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Radewoosh's solution](#)

1303.

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

[Radewoosh's solution](#)

1304.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Radewoosh's solution](#)

1305.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Radewoosh's solution](#)**1306.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[Radewoosh's solution](#)**1307.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Radewoosh's solution](#)**1308.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Radewoosh's solution](#)**1309.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Radewoosh's solution](#)**1310.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Radewoosh's solution](#)**1311.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Radewoosh's solution](#)**1312.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Radewoosh's solution](#)**1313.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Radewoosh's solution](#)**1314.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

1315.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Radewoosh's solution](#)

1316.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Radewoosh's solution](#)

1317.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1318.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Radewoosh's solution](#)

1319.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1320.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Radewoosh's solution](#)

1321.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Radewoosh's solution](#)

1322.

1477C

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

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

[Radewoosh's solution](#)

1323.

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

[Radewoosh's solution](#)

1324.

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

[Radewoosh's solution](#)

1325.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Radewoosh's solution](#)

1326.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Radewoosh's solution](#)

1327.

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

[Radewoosh's solution](#)

1328.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Radewoosh's solution](#)

1329.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

1330.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

1331.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1332.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Radewoosh's solution](#)

1333.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Radewoosh's solution](#)

1334.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Radewoosh's solution](#)

1335.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[Radewoosh's solution](#)

1336.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[Radewoosh's solution](#)

1337.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Radewoosh's solution](#)

1338.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[Radewoosh's solution](#)

1339.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[Radewoosh's solution](#)

1340.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Radewoosh's solution](#)

1341.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Radewoosh's solution](#)

1342.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Radewoosh's solution](#)

1343.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[Radewoosh's solution](#)

1344.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[Radewoosh's solution](#)

1345.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Radewoosh's solution](#)

1346.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Radewoosh's solution](#)

1347.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1348.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[Radewoosh's solution](#)

1349.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Radewoosh's solution](#)

1350.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · last AC: 2018-06-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Radewoosh's solution](#)

1351.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Radewoosh's solution](#)

1352.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Radewoosh's solution](#)

1353.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

1354.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Radewoosh's solution](#)

1355.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1356.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Radewoosh's solution](#)

1357.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Radewoosh's solution](#)

1358.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Radewoosh's solution](#)

1359.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Radewoosh's solution](#)

1360.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Radewoosh's solution](#)

1361.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Radewoosh's solution](#)

1362.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: binary search, interactive

[Radewoosh's solution](#)

1363.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

1364.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

1365.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Radewoosh's solution](#)

1366.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1367.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Radewoosh's solution](#)

1368.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: dp, games

[Radewoosh's solution](#)

1369.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

1370.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

1371.

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

[Radewoosh's solution](#)

1372.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1373.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · last AC: 2016-06-21 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Radewoosh's solution](#)

1374.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Radewoosh's solution](#)

1375.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

1376.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Radewoosh's solution](#)

1377.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Radewoosh's solution](#)

1378.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Radewoosh's solution](#)

1379.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Radewoosh's solution](#)

1380.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Radewoosh's solution](#)

1381.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · last AC: 2015-08-24 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Radewoosh's solution](#)

1382.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Radewoosh's solution](#)

1383.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Radewoosh's solution](#)

1384.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Radewoosh's solution](#)

1385.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures

[Radewoosh's solution](#)

1386.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

1387.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[Radewoosh's solution](#)

1388.

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

[Radewoosh's solution](#)

1389.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

1390.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[Radewoosh's solution](#)

1391.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1392.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Radewoosh's solution](#)

1393.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Radewoosh's solution](#)

1394.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Radewoosh's solution](#)

1395.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Radewoosh's solution](#)

1396.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Radewoosh's solution](#)

1397.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Radewoosh's solution](#)

1398.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Radewoosh's solution](#)

1399.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Radewoosh's solution](#)

1400.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Radewoosh's solution](#)

1401.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1402.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Radewoosh's solution](#)

1403.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Radewoosh's solution](#)

1404.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Radewoosh's solution](#)

1405.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Radewoosh's solution](#)

1406.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Radewoosh's solution](#)

1407.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[Radewoosh's solution](#)

1408.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[Radewoosh's solution](#)

1409.

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
[Radewoosh's solution](#)

1410.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[Radewoosh's solution](#)

1411.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

1412.

1870E

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

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

1413.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[Radewoosh's solution](#)

1414.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[Radewoosh's solution](#)

1415.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[Radewoosh's solution](#)

1416.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[Radewoosh's solution](#)

1417.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Radewoosh's solution](#)

1418.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Radewoosh's solution](#)

1419.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Radewoosh's solution](#)

1420.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Radewoosh's solution](#)

1421.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Radewoosh's solution](#)

1422.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Radewoosh's solution](#)

1423.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

1424.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Radewoosh's solution](#)

1425.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Radewoosh's solution](#)

1426.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Radewoosh's solution](#)

1427.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Radewoosh's solution](#)

1428.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Radewoosh's solution](#)

1429.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Radewoosh's solution](#)

1430.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Radewoosh's solution](#)

1431.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1432.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Radewoosh's solution](#)

1433.

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

[Radewoosh's solution](#)

1434.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Radewoosh's solution](#)

1435.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Radewoosh's solution](#)

1436.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Radewoosh's solution](#)

1437.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Radewoosh's solution](#)

1438.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Radewoosh's solution](#)

1439.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Radewoosh's solution](#)

1440.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Radewoosh's solution](#)

1441.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

1442.

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

[Radewoosh's solution](#)

1443.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Radewoosh's solution](#)

1444.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Radewoosh's solution](#)

1445.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Radewoosh's solution](#)

1446.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1447.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1448.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Radewoosh's solution](#)

1449.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Radewoosh's solution](#)

1450.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Radewoosh's solution](#)

1451.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Radewoosh's solution](#)

1452.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Radewoosh's solution](#)

1453.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Radewoosh's solution](#)

1454.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1455.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Radewoosh's solution](#)

1456.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Radewoosh's solution](#)

1457.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · last AC: 2018-06-18 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[Radewoosh's solution](#)

1458.

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

[Radewoosh's solution](#)

1459.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Radewoosh's solution](#)

1460.

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

[Radewoosh's solution](#)

1461.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Radewoosh's solution](#)

1462.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Radewoosh's solution](#)

1463.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: string suffix structures

[Radewoosh's solution](#)

1464.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[Radewoosh's solution](#)

1465.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

1466.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

1467.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Radewoosh's solution](#)

1468.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 2300 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: trees

[Radewoosh's solution](#)

1469.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2015-03-19 · last AC: 2016-10-26 · GNU C++ (first AC) · Tags: flows, graph matchings

[Radewoosh's solution](#)

1470.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1471.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Radewoosh's solution](#)

1472.

641G

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

Quality: 117 global accepts · Rating: 2300 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

1473.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1474.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Radewoosh's solution](#)

1475.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Radewoosh's solution](#)

1476.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

1477.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[Radewoosh's solution](#)

1478.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[Radewoosh's solution](#)

1479.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Radewoosh's solution](#)

1480.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Radewoosh's solution](#)

1481.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1482.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[Radewoosh's solution](#)

1483.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2015-07-01 · GNU C++ (first AC) · Tags: dp, fft

[Radewoosh's solution](#)

1484.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Radewoosh's solution](#)

1485.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Radewoosh's solution](#)

1486.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: probabilities

[Radewoosh's solution](#)

1487.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2015-03-24 · GNU C++ (first AC) · Tags: flows

[Radewoosh's solution](#)

1488.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Radewoosh's solution](#)

1489.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: dp, games

[Radewoosh's solution](#)

1490.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[Radewoosh's solution](#)

1491.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Radewoosh's solution](#)

1492.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Radewoosh's solution](#)

1493.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Radewoosh's solution](#)

1494.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Radewoosh's solution](#)

1495.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Radewoosh's solution](#)

1496.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1497.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Radewoosh's solution](#)

1498.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Radewoosh's solution](#)

1499.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, math, number theory

[Radewoosh's solution](#)

1500.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Radewoosh's solution](#)

1501.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1502.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Radewoosh's solution](#)

1503.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Radewoosh's solution](#)

1504.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Radewoosh's solution](#)

1505.

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

[Radewoosh's solution](#)

1506.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Radewoosh's solution](#)

1507.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Radewoosh's solution](#)

1508.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Radewoosh's solution](#)

1509.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Radewoosh's solution](#)

1510.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

1511.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Radewoosh's solution](#)

1512.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Radewoosh's solution](#)

1513.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Radewoosh's solution](#)

1514.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1515.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Radewoosh's solution](#)

1516.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Radewoosh's solution](#)

1517.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Radewoosh's solution](#)

1518.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[Radewoosh's solution](#)

1519.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Radewoosh's solution](#)

1520.

1483D

[Useful Edges](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Radewoosh's solution](#)

1521.

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

[Radewoosh's solution](#)

1522.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1523.

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

[Radewoosh's solution](#)

1524.

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

[Radewoosh's solution](#)

1525.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Radewoosh's solution](#)

1526.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · last AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Radewoosh's solution](#)

1527.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Radewoosh's solution](#)

1528.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Radewoosh's solution](#)

1529.

1369E

[DeadLee](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

1530.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Radewoosh's solution](#)

1531.

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

[Radewoosh's solution](#)

1532.

1329C

[Brazil 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

[Radewoosh's solution](#)

1533.

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

[Radewoosh's solution](#)

1534.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Radewoosh's solution](#)

1535.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

1536.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Radewoosh's solution](#)

1537.

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

[Radewoosh's solution](#)

1538.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Radewoosh's solution](#)

1539.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Radewoosh's solution](#)

1540.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Radewoosh's solution](#)

1541.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

1542.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Radewoosh's solution](#)

1543.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Radewoosh's solution](#)

1544.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Radewoosh's solution](#)

1545.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Radewoosh's solution](#)

1546.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Radewoosh's solution](#)

1547.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Radewoosh's solution](#)

1548.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1549.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Radewoosh's solution](#)

1550.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Radewoosh's solution](#)

1551.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1552.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Radewoosh's solution](#)

1553.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Radewoosh's solution](#)

1554.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Radewoosh's solution](#)

1555.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Radewoosh's solution](#)

1556.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Radewoosh's solution](#)

1557.

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

[Radewoosh's solution](#)

1558.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Radewoosh's solution](#)

1559.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1560.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Radewoosh's solution](#)

1561.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Radewoosh's solution](#)

1562.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Radewoosh's solution](#)

1563.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

1564.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[Radewoosh's solution](#)

1565.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Radewoosh's solution](#)

1566.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Radewoosh's solution](#)

1567.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2017-06-05 · last AC: 2018-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Radewoosh's solution](#)

1568.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1569.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Radewoosh's solution](#)

1570.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Radewoosh's solution](#)

1571.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Radewoosh's solution](#)

1572.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Radewoosh's solution](#)

1573.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

1574.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Radewoosh's solution](#)

1575.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[Radewoosh's solution](#)

1576.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Radewoosh's solution](#)

1577.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: math, probabilities

[Radewoosh's solution](#)

1578.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: flows

[Radewoosh's solution](#)

1579.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2017-02-17 · GNU C++11 (first AC) · Tags: dp, probabilities

[Radewoosh's solution](#)

1580.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Radewoosh's solution](#)

1581.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1582.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1583.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Radewoosh's solution](#)

1584.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Radewoosh's solution](#)

1585.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1586.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Radewoosh's solution](#)

1587.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Radewoosh's solution](#)

1588.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Radewoosh's solution](#)

1589.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Radewoosh's solution](#)

1590.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dp

[Radewoosh's solution](#)

1591.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[Radewoosh's solution](#)

1592.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation

[Radewoosh's solution](#)

1593.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Radewoosh's solution](#)

1594.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: dfs and similar

[Radewoosh's solution](#)

1595.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1596.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Radewoosh's solution](#)

1597.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Radewoosh's solution](#)

1598.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Radewoosh's solution](#)

1599.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Radewoosh's solution](#)

1600.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Radewoosh's solution](#)

1601.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Radewoosh's solution](#)

1602.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Radewoosh's solution](#)

1603.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1604.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Radewoosh's solution](#)

1605.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Radewoosh's solution](#)

1606.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Radewoosh's solution](#)

1607.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Radewoosh's solution](#)

1608.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Radewoosh's solution](#)

1609.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Radewoosh's solution](#)

1610.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Radewoosh's solution](#)

1611.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Radewoosh's solution](#)

1612.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Radewoosh's solution](#)

1613.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1614.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Radewoosh's solution](#)

1615.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

1616.

1824C

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

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

[Radewoosh's solution](#)

1617.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Radewoosh's solution](#)

1618.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Radewoosh's solution](#)

1619.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

1620.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Radewoosh's solution](#)

1621.

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

[Radewoosh's solution](#)

1622.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Radewoosh's solution](#)

1623.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Radewoosh's solution](#)

1624.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1625.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Radewoosh's solution](#)

1626.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Radewoosh's solution](#)

1627.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Radewoosh's solution](#)

1628.

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

[Radewoosh's solution](#)

1629.

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

[Radewoosh's solution](#)

1630.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Radewoosh's solution](#)

1631.

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

[Radewoosh's solution](#)

1632.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

1633.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Radewoosh's solution](#)

1634.

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

[Radewoosh's solution](#)

1635.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Radewoosh's solution](#)

1636.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Radewoosh's solution](#)

1637.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Radewoosh's solution](#)

1638.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Radewoosh's solution](#)

1639.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Radewoosh's solution](#)

1640.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Radewoosh's solution](#)

1641.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Radewoosh's solution](#)

1642.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Radewoosh's solution](#)

1643.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Radewoosh's solution](#)

1644.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Radewoosh's solution](#)

1645.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1646.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Radewoosh's solution](#)

1647.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Radewoosh's solution](#)

1648.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

1649.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[Radewoosh's solution](#)

1650.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Radewoosh's solution](#)

1651.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Radewoosh's solution](#)

1652.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Radewoosh's solution](#)

1653.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Radewoosh's solution](#)

1654.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Radewoosh's solution](#)

1655.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1656.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Radewoosh's solution](#)

1657.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Radewoosh's solution](#)

1658.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Radewoosh's solution](#)

1659.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Radewoosh's solution](#)

1660.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Radewoosh's solution](#)

1661.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Radewoosh's solution](#)

1662.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2018-08-28 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[Radewoosh's solution](#)

1663.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Radewoosh's solution](#)

1664.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

1665.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-03-18 · last AC: 2018-06-18 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Radewoosh's solution](#)

1666.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Radewoosh's solution](#)

1667.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Radewoosh's solution](#)

1668.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1669.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Radewoosh's solution](#)

1670.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Radewoosh's solution](#)

1671.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

1672.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Radewoosh's solution](#)

1673.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Radewoosh's solution](#)

1674.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Radewoosh's solution](#)

1675.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-29 · Java 8 (first AC) · Tags: data structures, probabilities

[Radewoosh's solution](#)

1676.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1677.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Radewoosh's solution](#)

1678.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1679.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · last AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Radewoosh's solution](#)

1680.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Radewoosh's solution](#)

1681.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[Radewoosh's solution](#)

1682.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1683.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Radewoosh's solution](#)

1684.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-07-01 · last AC: 2016-10-26 · GNU C++ (first AC) · Tags: bitmasks, brute force, fft

[Radewoosh's solution](#)

1685.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Radewoosh's solution](#)

1686.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Radewoosh's solution](#)

1687.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Radewoosh's solution](#)

1688.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Radewoosh's solution](#)

1689.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Radewoosh's solution](#)

1690.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Radewoosh's solution](#)

1691.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Radewoosh's solution](#)

1692.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[Radewoosh's solution](#)

1693.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1694.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Radewoosh's solution](#)

1695.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[Radewoosh's solution](#)

1696.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Radewoosh's solution](#)

1697.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: geometry

[Radewoosh's solution](#)

1698.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[Radewoosh's solution](#)

1699.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Radewoosh's solution](#)

1700.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Radewoosh's solution](#)

1701.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Radewoosh's solution](#)

1702.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Radewoosh's solution](#)

1703.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Radewoosh's solution](#)

1704.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Radewoosh's solution](#)

1705.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Radewoosh's solution](#)

1706.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Radewoosh's solution](#)

1707.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

1708.

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

[Radewoosh's solution](#)

1709.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1710.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Radewoosh's solution](#)

1711.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1712.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Radewoosh's solution](#)

1713.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Radewoosh's solution](#)

1714.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Radewoosh's solution](#)

1715.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Radewoosh's solution](#)

1716.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Radewoosh's solution](#)

1717.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

1718.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Radewoosh's solution](#)

1719.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Radewoosh's solution](#)

1720.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

1721.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

1722.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Radewoosh's solution](#)

1723.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Radewoosh's solution](#)

1724.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Radewoosh's solution](#)

1725.

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

[Radewoosh's solution](#)**1726.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Radewoosh's solution](#)**1727.**

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

[Radewoosh's solution](#)**1728.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Radewoosh's solution](#)**1729.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)**1730.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Radewoosh's solution](#)**1731.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Radewoosh's solution](#)**1732.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Radewoosh's solution](#)**1733.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Radewoosh's solution](#)**1734.**

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Radewoosh's solution](#)

1735.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Radewoosh's solution](#)

1736.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Radewoosh's solution](#)

1737.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Radewoosh's solution](#)

1738.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Radewoosh's solution](#)

1739.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Radewoosh's solution](#)

1740.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Radewoosh's solution](#)

1741.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Radewoosh's solution](#)

1742.

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

[Radewoosh's solution](#)

1743.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Radewoosh's solution](#)

1744.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, interactive, sortings

[Radewoosh's solution](#)

1745.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Radewoosh's solution](#)

1746.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Radewoosh's solution](#)

1747.

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

[Radewoosh's solution](#)

1748.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1749.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1750.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Radewoosh's solution](#)

1751.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1752.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1753.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Radewoosh's solution](#)

1754.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Radewoosh's solution](#)

1755.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Radewoosh's solution](#)

1756.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Radewoosh's solution](#)

1757.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

1758.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Radewoosh's solution](#)

1759.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1760.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Radewoosh's solution](#)

1761.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

1762.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

1763.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

1764.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Radewoosh's solution](#)

1765.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Radewoosh's solution](#)

1766.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Radewoosh's solution](#)

1767.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Radewoosh's solution](#)

1768.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Radewoosh's solution](#)

1769.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Radewoosh's solution](#)

1770.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Radewoosh's solution](#)

1771.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Radewoosh's solution](#)

1772.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Radewoosh's solution](#)

1773.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Radewoosh's solution](#)

1774.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1775.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Radewoosh's solution](#)

1776.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp,

matrices

[Radewoosh's solution](#)

1777.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Radewoosh's solution](#)

1778.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Radewoosh's solution](#)

1779.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

1780.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

1781.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Radewoosh's solution](#)

1782.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Radewoosh's solution](#)

1783.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Radewoosh's solution](#)

1784.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

1785.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Radewoosh's solution](#)

1786.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1787.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Radewoosh's solution](#)

1788.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Radewoosh's solution](#)

1789.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Radewoosh's solution](#)

1790.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Radewoosh's solution](#)

1791.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Radewoosh's solution](#)

1792.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Radewoosh's solution](#)

1793.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Radewoosh's solution](#)

1794.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

1795.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Radewoosh's solution](#)

1796.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

1797.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Radewoosh's solution](#)

1798.

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

[Radewoosh's solution](#)

1799.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Radewoosh's solution](#)

1800.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Radewoosh's solution](#)

1801.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Radewoosh's solution](#)

1802.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

1803.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Radewoosh's solution](#)

1804.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[Radewoosh's solution](#)

1805.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Radewoosh's solution](#)

1806.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Radewoosh's solution](#)

1807.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[Radewoosh's solution](#)

1808.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Radewoosh's solution](#)

1809.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Radewoosh's solution](#)

1810.

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

[Radewoosh's solution](#)

1811.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Radewoosh's solution](#)

1812.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Radewoosh's solution](#)

1813.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Radewoosh's solution](#)

1814.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1815.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Radewoosh's solution](#)

1816.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Radewoosh's solution](#)

1817.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

1818.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1819.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths

[Radewoosh's solution](#)

1820.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Radewoosh's solution](#)

1821.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Radewoosh's solution](#)

1822.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

1823.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Radewoosh's solution](#)

1824.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Radewoosh's solution](#)

1825.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

1826.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Radewoosh's solution](#)

1827.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Radewoosh's solution](#)

1828.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Radewoosh's solution](#)

1829.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1830.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Radewoosh's solution](#)

1831.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

1832.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Radewoosh's solution](#)

1833.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Radewoosh's solution](#)

1834.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Radewoosh's solution](#)

1835.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[Radewoosh's solution](#)

1836.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy, math

[Radewoosh's solution](#)

1837.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Radewoosh's solution](#)

1838.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: fft, math, strings

[Radewoosh's solution](#)

1839.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-03-10 · last AC: 2017-06-18 · GNU C++ (first AC) · Tags: flows

[Radewoosh's solution](#)

1840.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1841.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1842.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

1843.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

1844.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Radewoosh's solution](#)

1845.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

1846.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Radewoosh's solution](#)

1847.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Radewoosh's solution](#)

1848.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

1849.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Radewoosh's solution](#)

1850.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-10-31 · last AC: 2015-10-31 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[Radewoosh's solution](#)

1851.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2015-09-13 · last AC: 2015-09-13 · GNU C++11 (first AC) · Tags: dp, probabilities

[Radewoosh's solution](#)

1852.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · last AC: 2015-09-13 · GNU C++ (first AC) · Tags: dp, matrices

[Radewoosh's solution](#)

1853.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Radewoosh's solution](#)

1854.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[Radewoosh's solution](#)

1855.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Radewoosh's solution](#)

1856.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Radewoosh's solution](#)

1857.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Radewoosh's solution](#)

1858.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Radewoosh's solution](#)

1859.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Radewoosh's solution](#)

1860.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1861.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[Radewoosh's solution](#)

1862.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1863.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Radewoosh's solution](#)

1864.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Radewoosh's solution](#)

1865.

2039F1

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

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

[Radewoosh's solution](#)

1866.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Radewoosh's solution](#)

1867.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Radewoosh's solution](#)

1868.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1869.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Radewoosh's solution](#)**1870.**

1852D

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

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Radewoosh's solution](#)**1871.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Radewoosh's solution](#)**1872.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Radewoosh's solution](#)**1873.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Radewoosh's solution](#)**1874.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Radewoosh's solution](#)**1875.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Radewoosh's solution](#)**1876.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Radewoosh's solution](#)**1877.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)**1878.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Radewoosh's solution](#)

1879.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Radewoosh's solution](#)

1880.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Radewoosh's solution](#)

1881.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1882.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Radewoosh's solution](#)

1883.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Radewoosh's solution](#)

1884.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Radewoosh's solution](#)

1885.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Radewoosh's solution](#)

1886.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Radewoosh's solution](#)

1887.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Radewoosh's solution](#)

1888.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Radewoosh's solution](#)

1889.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[Radewoosh's solution](#)

1890.

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
[Radewoosh's solution](#)

1891.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
[Radewoosh's solution](#)

1892.

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
[Radewoosh's solution](#)

1893.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[Radewoosh's solution](#)

1894.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[Radewoosh's solution](#)

1895.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[Radewoosh's solution](#)

1896.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[Radewoosh's solution](#)

1897.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings
[Radewoosh's solution](#)

1898.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[Radewoosh's solution](#)

1899.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Radewoosh's solution](#)

1900.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Radewoosh's solution](#)

1901.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Radewoosh's solution](#)

1902.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1903.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1904.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[Radewoosh's solution](#)

1905.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[Radewoosh's solution](#)

1906.

1071D

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

Rating: 2800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[Radewoosh's solution](#)

1907.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Radewoosh's solution](#)

1908.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Radewoosh's solution](#)

1909.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

1910.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Radewoosh's solution](#)

1911.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Radewoosh's solution](#)

1912.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Radewoosh's solution](#)

1913.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[Radewoosh's solution](#)

1914.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2017-06-18 · last AC: 2017-06-18 · GNU C++11 (first AC) · Tags: flows

[Radewoosh's solution](#)

1915.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Radewoosh's solution](#)

1916.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Radewoosh's solution](#)

1917.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Radewoosh's solution](#)

1918.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

[Radewoosh's solution](#)

1919.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2015-08-30 · last AC: 2016-10-26 · GNU C++ (first AC) · Tags: constructive algorithms,

fft, math

[Radewoosh's solution](#)

1920.

261E

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

Quality: 438 global accepts · Rating: 2800 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, dp, two pointers

[Radewoosh's solution](#)

1921.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1922.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Radewoosh's solution](#)

1923.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-27 · GNU C++ (first AC) · Tags: combinatorics, geometry, probabilities

[Radewoosh's solution](#)

1924.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Radewoosh's solution](#)

1925.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: greedy

[Radewoosh's solution](#)

1926.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Radewoosh's solution](#)

1927.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Radewoosh's solution](#)

1928.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Radewoosh's solution](#)

1929.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Radewoosh's solution](#)

1930.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Radewoosh's solution](#)

1931.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Radewoosh's solution](#)

1932.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Radewoosh's solution](#)

1933.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

1934.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Radewoosh's solution](#)

1935.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Radewoosh's solution](#)

1936.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Radewoosh's solution](#)

1937.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Radewoosh's solution](#)

1938.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Radewoosh's solution](#)

1939.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Radewoosh's solution](#)

1940.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[Radewoosh's solution](#)

1941.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1942.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

1943.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Radewoosh's solution](#)

1944.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Radewoosh's solution](#)

1945.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Radewoosh's solution](#)

1946.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

1947.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Radewoosh's solution](#)

1948.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Radewoosh's solution](#)

1949.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Radewoosh's solution](#)

1950.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

1951.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Radewoosh's solution](#)

1952.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Radewoosh's solution](#)

1953.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

1954.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Radewoosh's solution](#)

1955.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Radewoosh's solution](#)

1956.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Radewoosh's solution](#)

1957.

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

[Radewoosh's solution](#)

1958.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Radewoosh's solution](#)

1959.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · last AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Radewoosh's solution](#)

1960.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Radewoosh's solution](#)

1961.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2018-04-09 · last AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Radewoosh's solution](#)

1962.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2018-02-15 · last AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Radewoosh's solution](#)

1963.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Radewoosh's solution](#)

1964.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

1965.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[Radewoosh's solution](#)

1966.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1967.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[Radewoosh's solution](#)

1968.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

1969.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Radewoosh's solution](#)

1970.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

1971.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Radewoosh's solution](#)

1972.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Radewoosh's solution](#)

1973.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2015-05-04 · last AC: 2017-10-23 · GNU C++ (first AC) · Tags: brute force, math, probabilities

[Radewoosh's solution](#)

1974.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation

[Radewoosh's solution](#)

1975.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1976.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Radewoosh's solution](#)

1977.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures

[Radewoosh's solution](#)

1978.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Radewoosh's solution](#)

1979.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Radewoosh's solution](#)

1980.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: dp, games

[Radewoosh's solution](#)

1981.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Radewoosh's solution](#)

1982.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[Radewoosh's solution](#)

1983.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

1984.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

1985.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Radewoosh's solution](#)

1986.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Radewoosh's solution](#)

1987.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Radewoosh's solution](#)

1988.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

1989.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[Radewoosh's solution](#)

1990.

1889D

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1991.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

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1992.

1854E

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

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1993.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Radewoosh's solution](#)

1994.

1801E

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Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Radewoosh's solution](#)

1995.

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

[Radewoosh's solution](#)

1996.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Radewoosh's solution](#)

1997.

1667E

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Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Radewoosh's solution](#)

1998.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

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1999.

1615H

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Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Radewoosh's solution](#)

2000.

1609G

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Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Radewoosh's solution](#)

2001.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · last AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Radewoosh's solution](#)

2002.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, fft, number theory

[Radewoosh's solution](#)

2003.

1552G

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Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Radewoosh's solution](#)

2004.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Radewoosh's solution](#)

2005.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Radewoosh's solution](#)

2006.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[Radewoosh's solution](#)

2007.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Radewoosh's solution](#)

2008.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Radewoosh's solution](#)

2009.

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

[Radewoosh's solution](#)

2010.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

2011.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Radewoosh's solution](#)

2012.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities,

trees

[Radewoosh's solution](#)

2013.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Radewoosh's solution](#)

2014.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Radewoosh's solution](#)

2015.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Radewoosh's solution](#)

2016.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Radewoosh's solution](#)

2017.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

2018.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Radewoosh's solution](#)

2019.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Radewoosh's solution](#)

2020.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Radewoosh's solution](#)

2021.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Radewoosh's solution](#)

2022.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Radewoosh's solution](#)

2023.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Radewoosh's solution](#)

2024.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Radewoosh's solution](#)

2025.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Radewoosh's solution](#)

2026.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Radewoosh's solution](#)

2027.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: dp, sortings

[Radewoosh's solution](#)

2028.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2016-06-21 · last AC: 2016-06-21 · GNU C++11 (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

2029.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[Radewoosh's solution](#)

2030.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees

[Radewoosh's solution](#)

2031.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-05 · last AC: 2015-04-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Radewoosh's solution](#)

2032.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Radewoosh's solution](#)

2033.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Radewoosh's solution](#)

2034.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Radewoosh's solution](#)

2035.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Radewoosh's solution](#)

2036.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[Radewoosh's solution](#)

2037.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Radewoosh's solution](#)

2038.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Radewoosh's solution](#)

2039.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

2040.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Radewoosh's solution](#)

2041.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Radewoosh's solution](#)

2042.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Radewoosh's solution](#)

2043.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Radewoosh's solution](#)

2044.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Radewoosh's solution](#)

2045.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Radewoosh's solution](#)

2046.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Radewoosh's solution](#)

2047.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[Radewoosh's solution](#)

2048.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Radewoosh's solution](#)

2049.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Radewoosh's solution](#)

2050.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[Radewoosh's solution](#)

2051.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Radewoosh's solution](#)

2052.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Radewoosh's solution](#)

2053.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

2054.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
[Radewoosh's solution](#)

2055.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[Radewoosh's solution](#)

2056.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft
[Radewoosh's solution](#)

2057.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees
[Radewoosh's solution](#)

2058.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Radewoosh's solution](#)

2059.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[Radewoosh's solution](#)

2060.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[Radewoosh's solution](#)

2061.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[Radewoosh's solution](#)

2062.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths
[Radewoosh's solution](#)

2063.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[Radewoosh's solution](#)

2064.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Radewoosh's solution](#)

2065.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Radewoosh's solution](#)

2066.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Radewoosh's solution](#)

2067.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-04-17 · last AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Radewoosh's solution](#)

2068.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Radewoosh's solution](#)

2069.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Radewoosh's solution](#)

2070.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

2071.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Radewoosh's solution](#)

2072.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[Radewoosh's solution](#)

2073.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Radewoosh's solution](#)

2074.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2075.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[Radewoosh's solution](#)

2076.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Radewoosh's solution](#)

2077.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Radewoosh's solution](#)

2078.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Radewoosh's solution](#)

2079.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Radewoosh's solution](#)

2080.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Radewoosh's solution](#)

2081.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Radewoosh's solution](#)

2082.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Radewoosh's solution](#)

2083.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

2084.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Radewoosh's solution](#)

2085.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Radewoosh's solution](#)

2086.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Radewoosh's solution](#)

2087.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Radewoosh's solution](#)

2088.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Radewoosh's solution](#)

2089.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-03-14 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Radewoosh's solution](#)

2090.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Radewoosh's solution](#)

2091.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Radewoosh's solution](#)

2092.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Radewoosh's solution](#)

2093.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, probabilities, trees

[Radewoosh's solution](#)

2094.

1810G

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Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Radewoosh's solution](#)

2095.

1782H1

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Rating: 3200 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[Radewoosh's solution](#)

2096.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Radewoosh's solution](#)

2097.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Radewoosh's solution](#)

2098.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Radewoosh's solution](#)

2099.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Radewoosh's solution](#)

2100.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Radewoosh's solution](#)

2101.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2102.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Radewoosh's solution](#)

2103.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Radewoosh's solution](#)

2104.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Radewoosh's solution](#)

2105.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Radewoosh's solution](#)

2106.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Radewoosh's solution](#)

2107.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Radewoosh's solution](#)

2108.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Radewoosh's solution](#)

2109.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

2110.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Radewoosh's solution](#)

2111.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Radewoosh's solution](#)

2112.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[Radewoosh's solution](#)

2113.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Radewoosh's solution](#)

2114.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Radewoosh's solution](#)

2115.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2116.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[Radewoosh's solution](#)

2117.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Radewoosh's solution](#)

2118.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

2119.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Radewoosh's solution](#)

2120.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-11-25 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, strings

[Radewoosh's solution](#)

2121.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Radewoosh's solution](#)

2122.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-14 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Radewoosh's solution](#)

2123.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: games

[Radewoosh's solution](#)

2124.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-11 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Radewoosh's solution](#)

2125.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[Radewoosh's solution](#)

2126.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: trees

[Radewoosh's solution](#)

2127.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[Radewoosh's solution](#)

2128.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Radewoosh's solution](#)

2129.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2016-11-05 · last AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Radewoosh's solution](#)

2130.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

2131.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Radewoosh's solution](#)

2132.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

2133.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Radewoosh's solution](#)

2134.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Radewoosh's solution](#)

2135.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Radewoosh's solution](#)

2136.

2172G

[Gene Editor](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2137.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Radewoosh's solution](#)

2138.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Radewoosh's solution](#)

2139.

2066F

[Curse](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Radewoosh's solution](#)

2140.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Radewoosh's solution](#)

2141.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Radewoosh's solution](#)

2142.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Radewoosh's solution](#)

2143.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Radewoosh's solution](#)

2144.

1936F

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

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Radewoosh's solution](#)

2145.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

2146.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Radewoosh's solution](#)

2147.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Radewoosh's solution](#)

2148.

1787H

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

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

[Radewoosh's solution](#)

2149.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

2150.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Radewoosh's solution](#)

2151.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Radewoosh's solution](#)

2152.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Radewoosh's solution](#)

2153.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[Radewoosh's solution](#)

2154.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Radewoosh's solution](#)

2155.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[Radewoosh's solution](#)

2156.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[Radewoosh's solution](#)

2157.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[Radewoosh's solution](#)

2158.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Radewoosh's solution](#)

2159.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[Radewoosh's solution](#)

2160.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Radewoosh's solution](#)

2161.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Radewoosh's solution](#)

2162.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Radewoosh's solution](#)

2163.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Radewoosh's solution](#)

2164.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Radewoosh's solution](#)

2165.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Radewoosh's solution](#)

2166.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

2167.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Radewoosh's solution](#)

2168.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Radewoosh's solution](#)

2169.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Radewoosh's solution](#)

2170.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Radewoosh's solution](#)

2171.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Radewoosh's solution](#)

2172.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Radewoosh's solution](#)

2173.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

2174.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Radewoosh's solution](#)

2175.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-16 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

2176.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Radewoosh's solution](#)

2177.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2017-12-23 · last AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Radewoosh's solution](#)

2178.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-14 · last AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[Radewoosh's solution](#)

2179.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-10 · last AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Radewoosh's solution](#)

2180.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Radewoosh's solution](#)

2181.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Radewoosh's solution](#)

2182.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Radewoosh's solution](#)

2183.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures
[Radewoosh's solution](#)

2184.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[Radewoosh's solution](#)

2185.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: dp, math, number theory
[Radewoosh's solution](#)

2186.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[Radewoosh's solution](#)

2187.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[Radewoosh's solution](#)

2188.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[Radewoosh's solution](#)

2189.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[Radewoosh's solution](#)

2190.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Radewoosh's solution](#)

2191.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Radewoosh's solution](#)

2192.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Radewoosh's solution](#)

2193.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Radewoosh's solution](#)

2194.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Radewoosh's solution](#)

2195.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

2196.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Radewoosh's solution](#)

2197.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Radewoosh's solution](#)

2198.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Radewoosh's solution](#)

2199.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Radewoosh's solution](#)

2200.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Radewoosh's solution](#)

2201.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Radewoosh's solution](#)

2202.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Radewoosh's solution](#)

2203.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-02 · last AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Radewoosh's solution](#)

2204.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Radewoosh's solution](#)

2205.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

2206.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Radewoosh's solution](#)

2207.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Radewoosh's solution](#)

2208.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Radewoosh's solution](#)

2209.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Radewoosh's solution](#)

2210.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Radewoosh's solution](#)

2211.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-05 · last AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Radewoosh's solution](#)

2212.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-08 · last AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Radewoosh's solution](#)

2213.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2018-07-26 · last AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, trees

[Radewoosh's solution](#)

2214.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2017-08-01 · last AC: 2017-08-01 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[Radewoosh's solution](#)

2215.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[Radewoosh's solution](#)

2216.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Radewoosh's solution](#)

2217.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Radewoosh's solution](#)

2218.

2159F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Radewoosh's solution](#)

2219.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Radewoosh's solution](#)

2220.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Radewoosh's solution](#)

2221.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[Radewoosh's solution](#)

2222.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Radewoosh's solution](#)

2223.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Radewoosh's solution](#)

2224.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

2225.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[Radewoosh's solution](#)

2226.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Radewoosh's solution](#)

2227.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Radewoosh's solution](#)

2228.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Radewoosh's solution](#)

2229.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, trees

[Radewoosh's solution](#)

2230.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[Radewoosh's solution](#)

2231.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Radewoosh's solution](#)

2232.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[Radewoosh's solution](#)

2233.

1863I

[Redundant Routes](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, trees

[Radewoosh's solution](#)

2234.

1864I

[Future Dominators](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Radewoosh's solution](#)

2235.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Radewoosh's solution](#)

2236.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Radewoosh's solution](#)

2237.

1782H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Radewoosh's solution](#)

2238.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, meet-in-the-middle

[Radewoosh's solution](#)

2239.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Radewoosh's solution](#)

2240.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[Radewoosh's solution](#)

2241.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Radewoosh's solution](#)

2242.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Radewoosh's solution](#)

2243.

1685D2

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

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Radewoosh's solution](#)

2244.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Radewoosh's solution](#)

2245.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Radewoosh's solution](#)

2246.

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2247.

1545F

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

Quality: 130 global accepts · Rating: 3500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Radewoosh's solution](#)

2248.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Radewoosh's solution](#)

2249.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Radewoosh's solution](#)

2250.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Radewoosh's solution](#)

2251.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation
[Radewoosh's solution](#)

2252.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, trees
[Radewoosh's solution](#)

2253.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Radewoosh's solution](#)

2254.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2255.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[Radewoosh's solution](#)

2256.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[Radewoosh's solution](#)

2257.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[Radewoosh's solution](#)

2258.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2018-11-13 · last AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2259.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[Radewoosh's solution](#)

2260.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[Radewoosh's solution](#)

2261.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Radewoosh's solution](#)

2262.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Radewoosh's solution](#)

2263.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Radewoosh's solution](#)

2264.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Radewoosh's solution](#)

2265.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Radewoosh's solution](#)

2266.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Radewoosh's solution](#)

2267.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Radewoosh's solution](#)

2268.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Radewoosh's solution](#)

2269.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Radewoosh's solution](#)

2270.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 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

[Radewoosh's solution](#)

2271.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Radewoosh's solution](#)

2272.

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

[Radewoosh's solution](#)

2273.

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

[Radewoosh's solution](#)

2274.

undefined505

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Radewoosh's solution](#)

2275.

undefined176

[Flow construction](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Radewoosh's solution](#)

2276.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Radewoosh's solution](#)

2277.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Radewoosh's solution](#)

2278.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Radewoosh's solution](#)

2279.

undefined218

[Unstable Systems](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2280.

106178D

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2281.

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

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2282.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2283.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2284.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2285.

106178F

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

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2286.

106178B

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

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2287.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2288.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2289.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2290.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2291.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2292.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2293.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2294.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2295.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2296.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2297.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2298.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2299.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2300.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2301.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2302.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2303.

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2304.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2305.

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2306.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2307.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2308.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2309.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2310.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2311.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2312.

103687M

[BpbBppbpbBB](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2313.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2314.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2315.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2316.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2317.

105949E

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

Rating: — · first AC: 2025-06-12 · last AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2318.

105949D

[Tripartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2319.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2320.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2321.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2322.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2323.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2324.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2325.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2326.

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2327.

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2328.

105838M

[Dye Your Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2329.

105838I

[We Must Be Together No Matter How Far](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2330.

105838F

[Boki-chan Who Dislikes Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2331.

105838E

[Creative Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2332.

105838C

[Cowardly Lizard IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2333.

105838L

[Greedy World](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2334.

105838G

[Who Likes Mathematics is not Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2335.

105838A

[A New Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2336.

105838H

[Defense Deployment](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2337.

105838J

[Skill Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2338.

105838D

[Cowardly Lizard V](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2339.

105838K

[ruskal's Reconstruction Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2340.

105838B

[Lunch!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2341.

105627D

[Cup of Tea](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2342.

105627G

[Jackson's House](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2343.

105627K

[Monsters' Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2344.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2345.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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2346.

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2347.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2348.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2349.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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2350.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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2351.

105627C

[Moderation in All Things](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2352.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2353.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2354.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2355.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2356.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2357.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2358.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2359.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2360.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2361.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2362.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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2363.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2364.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2365.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2366.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2367.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2368.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2369.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2370.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2371.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2372.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2373.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2374.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2375.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2376.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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2377.

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2378.

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2379.

105487D

[Excellent Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2380.

105487J

[Sum of Squares of GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2381.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2382.

105487I

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

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2383.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2384.

105487G

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

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2385.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2386.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2387.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2388.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

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105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2390.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2392.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2393.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2394.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2395.

105222A

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Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2396.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2397.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2398.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2399.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2400.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2401.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2402.

105385G

[Cosmic Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2403.

105385B

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2404.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2405.

105385L

[Intersection of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2406.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2407.

105385M

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

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2408.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2409.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2410.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2411.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2412.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2413.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2414.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Radewoosh's solution](#)

2415.

105386D

[Generated String](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2416.

105386C

[Stop the Castle 2](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2417.

105386F

[Collect the Coins](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2418.

105386K

[Permutation](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2419.

105386L

[Trails](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2420.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2421.

105386M

[Italian Cuisine](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2422.

105386A

[Two-star Contest](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2423.

105386H

[Subarray](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2424.

105386E

[Relearn through Review](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2425.

105386I

[Left Shifting 2](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2426.

105386G

[Be Positive](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2427.

105386B

[Gold Medal](#) · [Tutorial](#)

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

[Radewoosh's solution](#)

2428.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2429.

105394F

[Fair Fruitcake Fragmenting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2430.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2431.

105394G

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

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2432.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2433.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2434.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2435.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2436.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2437.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2438.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2439.

105394B

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

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2440.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2441.

105143L

[Magic Fairies](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2442.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2443.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2444.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2445.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2446.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2447.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2448.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2449.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2450.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2451.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2452.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2453.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2454.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2455.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2456.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2457.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2458.

105167G

[Glitchy Language Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2459.

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2460.

105167E

[Erd 2Öv-ç! urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2461.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2462.

105167C

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

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2463.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2464.

105167A

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

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2465.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2466.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2467.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2468.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2469.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2470.

104871I

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

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2471.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2472.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2473.

104871G

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

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2474.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2475.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2476.

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2477.

104901C

[Turn on the Light 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2478.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2479.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2480.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2481.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2482.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2483.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2484.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2485.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2486.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2487.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2488.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2489.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2490.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2491.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2492.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2493.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2494.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2495.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2496.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2497.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2498.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2499.

100531C

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

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2500.

100531E

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2501.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2502.

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2503.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2504.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2505.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2506.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2507.

100531D

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2508.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2509.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2510.

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2511.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2512.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2513.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2514.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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2515.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2516.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2517.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2518.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2519.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2520.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2521.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2522.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2523.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2524.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2525.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2526.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2527.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2528.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2529.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2530.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2531.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2532.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2533.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2534.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2535.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2536.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2537.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2538.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2539.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2540.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2541.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2542.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2543.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2544.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2545.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2546.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2547.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2548.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2549.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2550.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2551.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2552.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2553.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2554.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2555.

104772D

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

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2556.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2557.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2558.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2559.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2560.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2561.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2562.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2563.

104736G

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2564.

104736J

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2565.

104736F

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2566.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2567.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2568.

104736D

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

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2569.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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2570.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2571.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2572.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2573.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2574.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2575.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2576.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2577.

104128A

[Stop. Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2578.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2579.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2580.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2581.

104128I

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

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2582.

104491K

[Decoding The Message](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2583.

104491J

[Fast Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2584.

104491D

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2585.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2586.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2587.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2588.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2589.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2590.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2591.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2592.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2593.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2594.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2595.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2596.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2597.

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2598.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2599.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2600.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2601.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2602.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · Python 3 (first AC) · Tags: —

[Radewoosh's solution](#)

2603.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2604.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2605.

104345C

[A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2606.

104345A

[Ring Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2607.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2608.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2609.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2610.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2611.

104345H

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2612.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2613.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2614.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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2615.

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2616.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2617.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2618.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2619.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2620.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2621.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2622.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2623.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2624.

104023G

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2625.

104023E

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2626.

104023A

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Rating: — · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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2627.

104172I

[Range Closest Pair of Points Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2628.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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2629.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2630.

104172L

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

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2631.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2632.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2633.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2634.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2635.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2636.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2637.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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2638.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2639.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2640.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2641.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2642.

104114I

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

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2643.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2644.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2645.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2646.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2647.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2648.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2649.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2650.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2651.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2652.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2653.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2654.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2655.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2656.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2657.

104076D

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

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2658.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2659.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2660.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2661.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2662.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2663.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2664.

103855B

[Distance Optimizing Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2665.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2666.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2667.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2668.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2669.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2670.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2671.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2672.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2673.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2674.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2675.

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2676.

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2677.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2678.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2679.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2680.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2681.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2682.

102082F

[Fair Chocolate-Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2683.

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2684.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2685.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2686.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2687.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2688.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2689.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2690.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2691.

102082B

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

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2692.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2693.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2694.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2695.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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2696.

103861M

[Prof. Pang and Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2697.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2698.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2699.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2700.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2701.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2702.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2703.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2704.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2705.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2706.

undefined141

[Jumping Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2707.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2708.

undefined142

[Keyword](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2709.

undefined552

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2710.

undefined203

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2711.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2712.

undefined495

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2713.

undefined370

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2714.

undefined520

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2715.

undefined502

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

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2716.

undefined304

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2717.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2718.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2719.

undefined523

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2720.

undefined170

[Particles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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2721.

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[Wise King](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2722.

undefined406

[Goggle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2723.

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2724.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2725.

undefined374

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · PyPy 3-64 (first AC) · Tags: *special

[Radewoosh's solution](#)

2726.

undefined353

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2727.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2728.

undefined169

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2729.

undefined443

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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2730.

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

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2731.

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[Making round](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2732.

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[Code Tanks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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2733.

undefined321

[The Spy Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

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2734.

undefined193

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: —

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2735.

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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2736.

undefined310

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2737.

undefined548

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

2738.

undefined199

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

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2739.

undefined375

[Amplifiers](#) · [Tutorial](#)

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2740.

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Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

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Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

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Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

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Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

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Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2022-08-13 · PyPy 3-64 (first AC) · Tags: *special

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Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

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Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Monkey Joe](#) · [Tutorial](#)

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Rating: — · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Prime Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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2823.

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Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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2824.

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Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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2826.

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[This is a Game](#) · [Tutorial](#)

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2827.

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2828.

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2830.

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2831.

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Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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2835.

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[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2836.

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Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2837.

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[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2838.

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[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2839.

102832D

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Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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2840.

103486J

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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2841.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2842.

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2843.

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[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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2844.

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2845.

103486H

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2846.

103486L

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2847.

103486K

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2848.

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2849.

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Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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2850.

103486E

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2851.

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

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2852.

103486A

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2853.

103261K

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

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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2854.

103261B

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Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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2855.

103261L

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2856.

103261C

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2857.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2858.

103261I

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

Rating: — · first AC: 2022-04-27 · Python 3 (first AC) · Tags: —

[Radewoosh's solution](#)

2859.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2860.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2861.

103261A

[Um_nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2862.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2863.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2864.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2865.

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2866.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2867.

103118E

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

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2868.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2869.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2870.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2871.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2872.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2873.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2874.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2875.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2876.

103415D

[Unnamed Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2877.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2878.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2879.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2880.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2881.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2882.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2883.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2884.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2885.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2886.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2887.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2888.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2889.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2890.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2891.

103470M

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

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2892.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2893.

103637E

[Elegance in moves](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2894.

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2895.

103637D

[Dull game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2896.

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2897.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2898.

103637F

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

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2899.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2900.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2901.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2902.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2903.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2904.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2905.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Radewoosh's solution](#)

2906.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Radewoosh's solution](#)

2907.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Radewoosh's solution](#)

2908.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees
[Radewoosh's solution](#)

2909.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

2910.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2911.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2912.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2913.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2914.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2915.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2916.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2917.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2918.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2919.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2920.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2921.

103495H

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

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2922.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2923.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2924.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2925.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2926.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2927.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2928.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2929.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2930.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2931.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2932.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2933.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2934.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2935.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2936.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2937.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2938.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2939.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2940.

102835L

[Save lives or money](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2941.

102835J

[Puzzle Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2942.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2943.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2944.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2945.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2946.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2947.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2948.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2949.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2950.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2951.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2952.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2953.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2954.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2955.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2956.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2957.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2958.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2959.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2960.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2961.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2962.

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2963.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2964.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2965.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2966.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2967.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2968.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2969.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2970.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2971.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2972.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

2973.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
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2974.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2975.

103104J

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Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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2976.

103104B

[Mr.X and Reviewing Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2977.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2978.

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2979.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2980.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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2981.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2982.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2983.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2984.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2985.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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2986.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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2987.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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2988.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2989.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2990.

103069A

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

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2991.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2992.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2993.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

2994.

103149D

[Double Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2995.

103149C

[Angry Cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2996.

103149B

[Railway](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2997.

103149A

[Shopping Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2998.

103148D

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

2999.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3000.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3001.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3002.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3003.

102984B

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

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3004.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3005.

102984H

[Stone Catch Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3006.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3007.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3008.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3009.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3010.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3011.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3012.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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3013.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3014.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3015.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3016.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3017.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3018.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3019.

103119L

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

Rating: — · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3020.

102875F

[Flee from Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3021.

102875L

[Leave from CPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3022.

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3023.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3024.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3025.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3026.

102875B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3027.

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3028.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3029.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3030.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3031.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3032.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3033.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3034.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3035.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3036.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3037.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3038.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3039.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3040.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3041.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3042.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3043.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3044.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3045.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3046.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3047.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3048.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3049.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3050.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Radewoosh's solution](#)

3051.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3052.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3053.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3054.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3055.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3056.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3057.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3058.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3059.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3060.

102896I

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

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3061.

102896G

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

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3062.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3063.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3064.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3065.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3066.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3067.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3068.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3069.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3070.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3071.

102638G

[Noogies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3072.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3073.

102638E

[Rating Recalculating](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3074.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3075.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3076.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3077.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3078.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3079.

102576K

[To argue, or not to argue](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3080.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3081.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3082.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3083.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3084.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3085.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3086.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3087.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3088.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3089.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3090.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3091.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3092.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3093.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Radewoosh's solution](#)

3094.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3095.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3096.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3097.

102411D

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

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3098.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3099.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3100.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3101.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3102.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3103.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3104.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3105.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3106.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3107.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3108.

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3109.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3110.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3111.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3112.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3113.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3114.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3115.

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3116.

102512D

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3117.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3118.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3119.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3120.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3121.

1302J

[Keep talking and nobody explodes -- hard](#) · [Tutorial](#)

Quality: 12 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3122.

1302G

[Keep talking and nobody explodes -- medium](#) · [Tutorial](#)

Quality: 23 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3123.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[Radewoosh's solution](#)

3124.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3125.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Radewoosh's solution](#)

3126.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3127.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Radewoosh's solution](#)

3128.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3129.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3130.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3131.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3132.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3133.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · Python 3 (first AC) · Tags: —
[Radewoosh's solution](#)

3134.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3135.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3136.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3137.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3138.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3139.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3140.

102503C

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

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3141.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3142.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3143.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3144.

102460G

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

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3145.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3146.

102460L

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

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3147.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3148.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3149.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3150.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3151.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3152.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3153.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3154.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3155.

102428J

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

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3156.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3157.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3158.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3159.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3160.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3161.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3162.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3163.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3164.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3165.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3166.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3167.

102361G

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

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3168.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3169.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3170.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3171.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3172.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3173.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3174.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3175.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3176.

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3177.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3178.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3179.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3180.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3181.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3182.

102253L

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

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3183.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3184.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3185.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3186.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[Radewoosh's solution](#)

3187.

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3188.

102263E

[Longest path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3189.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3190.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3191.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3192.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3193.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3194.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3195.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3196.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3197.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3198.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3199.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3200.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3201.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3202.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3203.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3204.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3205.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3206.

102222H

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

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3207.

102222G

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3208.

102222K

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3209.

102222F

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3210.

102222B

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3211.

102222C

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3212.

102222A

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Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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3213.

101237C

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3214.

101237K

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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3215.

101237E

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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3216.

101237J

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3217.

101237H

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3218.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3219.

101237D

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3220.

101237A

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Rating: — · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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3221.

102212A

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Rating: — · first AC: 2019-06-11 · Python 3 (first AC) · Tags: —

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3222.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3223.

102201G

[Good Set](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3224.

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3225.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3226.

102201I

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

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3227.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3228.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3229.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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3230.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3231.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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3232.

102091B

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Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3233.

102091E

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Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3234.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3235.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3236.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3237.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3238.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3239.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3240.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3241.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3242.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3243.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3244.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3245.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3246.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3247.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3248.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3249.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3250.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3251.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3252.

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3253.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3254.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3255.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3256.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3257.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3258.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3259.

102192D

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

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3260.

102192A

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

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3261.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3262.

102191K

[Cactus Portal](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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3263.

102191F

[Sum then Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3264.

102191J

[Graph to Grid](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3265.

102191I

[Project Presentation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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3266.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3267.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3268.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3269.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3270.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3271.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3272.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3273.

102006L

[Sad Meals](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · last AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3274.

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3275.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3276.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3277.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3278.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3279.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3280.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3281.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3282.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3283.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3284.

102006A

[Hello SPCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3285.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3286.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3287.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3288.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3289.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3290.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3291.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3292.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3293.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3294.

100402H

[Road Signs](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · last AC: 2019-03-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3295.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3296.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3297.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3298.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3299.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3300.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3301.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3302.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3303.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3304.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3305.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3306.

100026A

[Codecircles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3307.

100026G

[Second Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3308.

100026D

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

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3309.

100026F

[Sapsan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3310.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3311.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3312.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3313.

100026H

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3314.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3315.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3316.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3317.

undefined344

[Weed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3318.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3319.

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3320.

undefined496

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3321.

undefined497

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3322.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3323.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3324.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3325.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3326.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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3327.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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3328.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

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3329.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

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3330.

102028B

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3331.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3332.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3333.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3334.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3335.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3336.

102028D

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3337.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3338.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · Python 3 (first AC) · Tags: —

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3339.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3340.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3341.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3342.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3343.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3344.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3345.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3346.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3347.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3348.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3349.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3350.

101370E

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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3351.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3352.

101370H

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

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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3353.

101370I

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3354.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3355.

101370F

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

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3356.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3357.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3358.

101370C

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

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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3359.

101368H

[Unit-distance graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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3360.

101368E

[Hamiltonian polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3361.

101368I

[Wildcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3362.

101368D

[Double cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3363.

101368A

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3364.

101368C

[Control function](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3365.

101368G

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3366.

101368J

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3367.

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3368.

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3369.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3370.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3371.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3372.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3373.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3374.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3375.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3376.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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3377.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3378.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3379.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3380.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3381.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3382.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3383.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3384.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3385.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3386.

100965C

[System](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3387.

100965H

[Simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3388.

100965E

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3389.

100965G

[Greetings, Belarus](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3390.

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Radewoosh's solution](#)

3391.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · Python 3 (first AC) · Tags: —
[Radewoosh's solution](#)

3392.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3393.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3394.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3395.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3396.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3397.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3398.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3399.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3400.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · last AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3401.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3402.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3403.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3404.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3405.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3406.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3407.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3408.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3409.

101505A

[Aerial Archeology](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · last AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3410.

101505H

[It's Raining, Man](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3411.

101505C

[Cable Connection](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3412.

101505E

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3413.

101505I

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

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3414.

101505G

[Orchard Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3415.

101505F

[Tree Stands](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3416.

101505D

[Rotating Display](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3417.

101505J

[Colorful Tribune](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3418.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3419.

101505B

[Hot Air Ballooning](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3420.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3421.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3422.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3423.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3424.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3425.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3426.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3427.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3428.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3429.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3430.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3431.

101485F

[Flight Plan Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3432.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3433.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3434.

101485K

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

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3435.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3436.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3437.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3438.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3439.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3440.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3441.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3442.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3443.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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3444.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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3445.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3446.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3447.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3448.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3449.

100512A

[Abstract Dances](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · Python 3 (first AC) · Tags: —

[Radewoosh's solution](#)

3450.

100512I

[Incomparable Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3451.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3452.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3453.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3454.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3455.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3456.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3457.

101821D

[Search Engine](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3458.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3459.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3460.

101821F

[Lazy Hash Table](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3461.

10038001

[Almost bipartite beast \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3462.

100380C2

[A Long Path \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3463.

100380C1

[A Long Path \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3464.

100380K6

[Maximal clique \(subtask 6\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3465.

100380K5

[Maximal clique \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3466.

100380K4

[Maximal clique \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3467.

100380K3

[Maximal clique \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3468.

100380K2

[Maximal clique \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3469.

100380K1

[Maximal clique \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3470.

100380J5

[All Cliques \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3471.

100380J4

[All Cliques \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3472.

100380J3

[All Cliques \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3473.

100380J2

[All Cliques \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3474.

100380J1

[All Cliques \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3475.

100380N6

[SAT USAT \(subtask 6\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3476.

100380N5

[SAT USAT \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3477.

100380N4

[SAT USAT \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3478.

100380N3

[SAT USAT \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3479.

100380N2

[SAT USAT \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3480.

100380N1

[SAT USAT \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3481.

100380L5

[Learning to paint \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3482.

100380L4

[Learning to paint \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3483.

100380L3

[Learning to paint \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3484.

100380L2

[Learning to paint \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3485.

100380L1

[Learning to paint \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3486.

100380M8

[The Easiest Way is to Paint in Three Colors \(subtask 8\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3487.

100380M7

[The Easiest Way is to Paint in Three Colors \(subtask 7\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3488.

100380M6

[The Easiest Way is to Paint in Three Colors \(subtask 6\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3489.

100380M5

[The Easiest Way is to Paint in Three Colors \(subtask 5\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3490.

100380M4

[The Easiest Way is to Paint in Three Colors \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3491.

100380M3

[The Easiest Way is to Paint in Three Colors \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3492.

100380M2

[The Easiest Way is to Paint in Three Colors \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3493.

100380M1

[The Easiest Way is to Paint in Three Colors \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3494.

100380B4

[A Set of Subsets \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3495.

100380B3

[A Set of Subsets \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3496.

100380B2

[A Set of Subsets \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3497.

100380B1

[A Set of Subsets \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3498.

100380A4

[Triple-matching \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3499.

100380A3

[Triple-matching \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3500.

100380A2

[Triple-matching \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3501.

100380A1

[Triple-matching \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3502.

100380E3

[Roots \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3503.

100380E2

[Roots \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3504.

100380E1

[Roots \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3505.

100380I4

[Sum of everything \(subtask 4\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3506.

100380I3

[Sum of everything \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3507.

100380I2

[Sum of everything \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3508.

100380I1

[Sum of everything \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3509.

100380H3

[Edges are Being Added, Graph is Growing \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3510.

100380H2

[Edges are Being Added, Graph is Growing \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3511.

100380H1

[Edges are Being Added, Graph is Growing \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3512.

100380G2

[Division of Polynomials \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3513.

100380G1

[Division of Polynomials \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3514.

100380F2

[Multiplication of Polynomials \(subtask 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3515.

100380F1

[Multiplication of Polynomials \(subtask 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3516.

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3517.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3518.

undefined230

[Weighings](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3519.

101793B

[Pen spinning accident](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3520.

101793A

[Sledding down the mountain](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3521.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3522.

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3523.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3524.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3525.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3526.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3527.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3528.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3529.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3530.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3531.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3532.

undefined544

[Chess Championship](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3533.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3534.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3535.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3536.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3537.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3538.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3539.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3540.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3541.

undefined403

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

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3542.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3543.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 3 (first AC) · Tags: *special

[Radewoosh's solution](#)

3544.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3545.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3546.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3547.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Radewoosh's solution](#)

3548.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3549.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3550.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3551.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3552.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3553.

101471A

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

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3554.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3555.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3556.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3557.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3558.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3559.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3560.

101650A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3561.

101650E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3562.

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3563.

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3564.

101650I

[Ideal Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3565.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3566.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3567.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3568.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3569.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3570.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3571.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3572.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3573.

101669L

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

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3574.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3575.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3576.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3577.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3578.

101669F

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

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3579.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3580.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3581.

100543G

[Virus synthesis](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-26 · last AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3582.

100609K

[Kids Like Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3583.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3584.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3585.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3586.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3587.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3588.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3589.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3590.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3591.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3592.

100337D

[Mean Payoff Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3593.

100337C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3594.

100337G

[Musical](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3595.

100337B

[Lempel-Ziv Compression](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3596.

100337A

[Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3597.

100337J

[2-3 Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3598.

100337F

["Money, Money, Money"](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3599.

100497L

[Mine Layer](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3600.

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3601.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3602.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3603.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3604.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3605.

100497K

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

Rating: — · first AC: 2017-10-25 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3606.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3607.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3608.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3609.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3610.

100534F

[Huge Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3611.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3612.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3613.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3614.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3615.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3616.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3617.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3618.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3619.

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3620.

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3621.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3622.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3623.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3624.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3625.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3626.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3627.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3628.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3629.

100959L

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

Rating: — · first AC: 2017-09-05 · last AC: 2017-09-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3630.

100886C

[Black and White Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3631.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3632.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3633.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3634.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3635.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3636.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3637.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3638.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3639.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3640.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3641.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3642.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3643.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3644.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3645.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3646.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3647.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3648.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3649.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3650.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3651.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3652.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3653.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3654.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3655.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3656.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3657.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3658.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3659.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3660.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3661.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3662.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3663.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3664.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3665.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3666.

101401C

[Smiley Faces \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · last AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3667.

101401E

[Roads \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3668.

101401J

[Jackaroo](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3669.

101401I

[Data Structures Exam \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3670.

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3671.

101401G

[Balloons \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3672.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3673.

101401D

[Roads \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3674.

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3675.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3676.

100380N7

[SAT USAT \(subtask 7\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3677.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3678.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3679.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3680.

101190C

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

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3681.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3682.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3683.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3684.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3685.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3686.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3687.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3688.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3689.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3690.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3691.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3692.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · Python 3 (first AC) · Tags: —

[Radewoosh's solution](#)

3693.

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3694.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3695.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3696.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3697.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3698.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3699.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3700.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3701.

101156E

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3702.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3703.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3704.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3705.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3706.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3707.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3708.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3709.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3710.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3711.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3712.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3713.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3714.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3715.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3716.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3717.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3718.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3719.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3720.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3721.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3722.

100402C

[Nothing on TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3723.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3724.

100402I

[Triangular Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3725.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3726.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3727.

100402D

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

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3728.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3729.

100402F

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

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3730.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3731.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3732.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3733.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3734.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3735.

101158C

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

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3736.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3737.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3738.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · last AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3739.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3740.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3741.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3742.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3743.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3744.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3745.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3746.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3747.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3748.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3749.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3750.

100417F

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

Rating: — · first AC: 2017-01-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3751.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3752.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3753.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3754.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3755.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3756.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3757.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3758.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3759.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3760.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3761.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3762.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3763.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3764.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3765.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3766.

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3767.

100685D

[Darkwing Duck](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3768.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3769.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3770.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3771.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3772.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3773.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3774.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3775.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3776.

100553G

[Gomoku](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-09 · last AC: 2016-12-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3777.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3778.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3779.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3780.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3781.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3782.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3783.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3784.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3785.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3786.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3787.

101164E

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · last AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3788.

101164B

[Favorite music](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3789.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3790.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3791.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3792.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3793.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3794.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3795.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3796.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3797.

100343G

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

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3798.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3799.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3800.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3801.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3802.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3803.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3804.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3805.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3806.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3807.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3808.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3809.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3810.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3811.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3812.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3813.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3814.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3815.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3816.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3817.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3818.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3819.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3820.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3821.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3822.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3823.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3824.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3825.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · last AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3826.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3827.

100518J

[Judges Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3828.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3829.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3830.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3831.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3832.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3833.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3834.

100518A

[Approximate Bounding Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3835.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3836.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3837.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Radewoosh's solution](#)

3838.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3839.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3840.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3841.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3842.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3843.

100507F

[Best of a bad lot](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3844.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3845.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3846.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3847.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3848.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3849.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3850.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3851.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3852.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3853.

391C2

[The Tournament](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: greedy

[Radewoosh's solution](#)

3854.

391C1

[The Tournament](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: brute force

[Radewoosh's solution](#)

3855.

391C3

[The Tournament](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3856.

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: brute force

[Radewoosh's solution](#)

3857.

391A

[Genetic Engineering](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Radewoosh's solution](#)

3858.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3859.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3860.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3861.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3862.

100917I

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

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3863.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3864.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3865.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3866.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3867.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3868.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3869.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3870.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3871.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3872.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3873.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3874.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3875.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3876.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3877.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3878.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3879.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3880.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3881.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3882.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3883.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3884.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3885.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3886.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3887.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3888.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3889.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3890.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3891.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3892.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3893.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3894.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3895.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3896.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3897.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3898.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3899.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3900.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3901.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3902.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3903.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3904.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3905.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3906.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3907.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3908.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3909.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3910.

100851B

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

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3911.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3912.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3913.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3914.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3915.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3916.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3917.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3918.

100834B

[Polycarp and Polynoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3919.

100834K

[Polycarp and Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3920.

100834G

[Polycarp and Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3921.

100834D

[Polycarp and the Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3922.

100834F

[Polycarp and Satellites](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3923.

100834C

[Polycarp and Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3924.

100834L

[Polycarp and Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3925.

100819V

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3926.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3927.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3928.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3929.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3930.

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3931.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3932.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3933.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3934.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3935.

100812C

[Story of Princess](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3936.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3937.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3938.

100812A

[Tale of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3939.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3940.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3941.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3942.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3943.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3944.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3945.

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3946.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3947.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3948.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3949.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3950.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3951.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3952.

100729H

[Tichu](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3953.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3954.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3955.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3956.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3957.

100380C3

[A Long Path \(subtask 3\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3958.

100379F

[Playing with coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3959.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3960.

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3961.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3962.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3963.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3964.

100373G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3965.

100373K

[Sergey and pattern \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3966.

100373E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3967.

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3968.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3969.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3970.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3971.

100373H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3972.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3973.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3974.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3975.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3976.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3977.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3978.

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3979.

100676G

[G. Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3980.

100676F

[F. Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3981.

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3982.

100676D

[D. Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3983.

100676C

[C. Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3984.

100676B

[B. Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3985.

100676A

[A. Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Radewoosh's solution](#)

3986.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3987.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3988.

100735B

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

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3989.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3990.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3991.

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3992.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3993.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3994.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3995.

100015A

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

Rating: — · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3996.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3997.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3998.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

3999.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4000.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4001.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4002.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4003.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-26 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4004.

100705A6

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4005.

100705A5

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4006.

100705A4

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4007.

100705A3

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4008.

100705A2

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4009.

100705A1

[Rasta-lover Pair](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-02 · last AC: 2015-07-02 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4010.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4011.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4012.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4013.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4014.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4015.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4016.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4017.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4018.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4019.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4020.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)

4021.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Radewoosh's solution](#)