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Unique solved — RaresFelix

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

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1.

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2.

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4.

1942A

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5.

1935A

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6.

1919B

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1919A

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8.

1916A

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9.

1909A

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10.

1866A

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11.

1566B

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1566A

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13.

673A

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14.

1092B

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1556A

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18.

1552A

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19.

1392B

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20.

1392A

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21.

1551B1

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1551A

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1553A

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1530A

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27.

1546A

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1547B

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1547A

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32.

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1526A

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34.

1529A

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38.

1511A

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1491A

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43.

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1465A

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46.

1462B

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48.

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1450A

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51.

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52.

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1389A

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1368A

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56.

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58.

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59.

1343B

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4A

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62.

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65.

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66.

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69.

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70.

1283A

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71.

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1194A

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74.

1189A

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75.

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76.

1183A

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77.

1176A

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1180A

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79.

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1951A

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81.

1559B

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82.

1559A

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84.

1543A

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85.

1467A

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86.

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87.

1462C

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88.

1341A

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89.

1343A

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91.

1296B

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92.

1335B

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93.

1339A

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94.

1330A

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95.

1326B

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96.

1324A

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97.

1279A

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98.

1282A

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99.

1283B

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100.

1216B

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102.

1201A

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103.

1197A

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104.

1187A

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Quality: 15,545 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaresFelix's solution](#)

105.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: math

[RaresFelix's solution](#)

106.

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

[RaresFelix's solution](#)

107.

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

[RaresFelix's solution](#)

108.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[RaresFelix's solution](#)

109.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[RaresFelix's solution](#)

110.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[RaresFelix's solution](#)

111.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaresFelix's solution](#)

112.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[RaresFelix's solution](#)

113.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RaresFelix's solution](#)

114.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[RaresFelix's solution](#)

115.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[RaresFelix's solution](#)

116.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,147 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[RaresFelix's solution](#)

117.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RaresFelix's solution](#)

118.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

119.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RaresFelix's solution](#)

120.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RaresFelix's solution](#)

121.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[RaresFelix's solution](#)

122.

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[RaresFelix's solution](#)

123.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[RaresFelix's solution](#)

124.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

125.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaresFelix's solution](#)

126.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

127.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[RaresFelix's solution](#)

128.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RaresFelix's solution](#)

129.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[RaresFelix's solution](#)

130.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[RaresFelix's solution](#)

131.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaresFelix's solution](#)

132.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[RaresFelix's solution](#)

133.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

134.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[RaresFelix's solution](#)

135.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaresFelix's solution](#)

136.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RaresFelix's solution](#)

137.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

138.

1566D1

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

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

[RaresFelix's solution](#)

139.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

140.

1547C

[Pair Programming](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

141.

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaresFelix's solution](#)

142.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RaresFelix's solution](#)

143.

1511C

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

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[RaresFelix's solution](#)

144.

1511B

[GCD Length](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

145.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[RaresFelix's solution](#)

146.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[RaresFelix's solution](#)

147.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[RaresFelix's solution](#)

148.

1342B

[Binary Period](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

149.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RaresFelix's solution](#)

150.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

151.

1335C

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

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[RaresFelix's solution](#)

152.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[RaresFelix's solution](#)

153.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[RaresFelix's solution](#)

154.

1334B

[Middle Class](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

155.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaresFelix's solution](#)

156.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RaresFelix's solution](#)

157.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RaresFelix's solution](#)

158.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaresFelix's solution](#)

159.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: math

[RaresFelix's solution](#)

160.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

161.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[RaresFelix's solution](#)

162.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

163.

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

[RaresFelix's solution](#)

164.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[RaresFelix's solution](#)

165.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[RaresFelix's solution](#)

166.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[RaresFelix's solution](#)

167.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

168.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[RaresFelix's solution](#)

169.

1530C

[Pursuit](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

170.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[RaresFelix's solution](#)

171.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,466 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

172.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,484 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[RaresFelix's solution](#)

173.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

174.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

175.

1472D

[Even-Odd Game](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

176.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

177.

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[RaresFelix's solution](#)

178.

1352B

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

Quality: 44,826 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

179.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RaresFelix's solution](#)

180.

1343C

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

Quality: 44,077 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[RaresFelix's solution](#)

181.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,201 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[RaresFelix's solution](#)

182.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[RaresFelix's solution](#)

183.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[RaresFelix's solution](#)

184.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

185.

1339B

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

Quality: 28,345 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[RaresFelix's solution](#)

186.

1334A

[Level Statistics](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

187.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[RaresFelix's solution](#)

188.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

189.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: implementation, strings

[RaresFelix's solution](#)

190.

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

[RaresFelix's solution](#)

191.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

192.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[RaresFelix's solution](#)

193.

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

[RaresFelix's solution](#)

194.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[RaresFelix's solution](#)

195.

1556B

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

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

[RaresFelix's solution](#)

196.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[RaresFelix's solution](#)

197.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

198.

1521B

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

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

[RaresFelix's solution](#)

199.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[RaresFelix's solution](#)

200.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[RaresFelix's solution](#)

201.

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

[RaresFelix's solution](#)

202.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,886 global accepts · Rating: 1300 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, dp

[RaresFelix's solution](#)

203.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,883 global accepts · Rating: 1300 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force

[RaresFelix's solution](#)

204.

1454D

[Number into Sequence](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

205.

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[RaresFelix's solution](#)

206.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,168 global accepts · Rating: 1300 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[RaresFelix's solution](#)

207.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

208.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: implementation

[RaresFelix's solution](#)

209.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[RaresFelix's solution](#)

210.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: implementation

[RaresFelix's solution](#)

211.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: implementation, math

[RaresFelix's solution](#)

212.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RaresFelix's solution](#)

213.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[RaresFelix's solution](#)

214.

1341B

[Nastya and Door](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

215.

426B

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

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

216.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[RaresFelix's solution](#)

217.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,527 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[RaresFelix's solution](#)

218.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

219.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

220.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

221.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,273 global accepts · Rating: 1300 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[RaresFelix's solution](#)

222.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RaresFelix's solution](#)

223.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[RaresFelix's solution](#)

224.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

225.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[RaresFelix's solution](#)

226.

2034C

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

Quality: 9,141 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

[RaresFelix's solution](#)

227.

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

[RaresFelix's solution](#)

228.

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[RaresFelix's solution](#)

229.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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

[RaresFelix's solution](#)

230.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[RaresFelix's solution](#)

231.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[RaresFelix's solution](#)

232.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RaresFelix's solution](#)

233.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[RaresFelix's solution](#)

234.

1559D1

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

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

[RaresFelix's solution](#)

235.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[RaresFelix's solution](#)

236.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[RaresFelix's solution](#)

237.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[RaresFelix's solution](#)

238.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[RaresFelix's solution](#)

239.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RaresFelix's solution](#)

240.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

241.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[RaresFelix's solution](#)

242.

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

243.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[RaresFelix's solution](#)

244.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dp

[RaresFelix's solution](#)

245.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy

[RaresFelix's solution](#)

246.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RaresFelix's solution](#)

247.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: games, math, number theory

[RaresFelix's solution](#)

248.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[RaresFelix's solution](#)

249.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: implementation, strings

[RaresFelix's solution](#)

250.

550B

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

Quality: 27,456 global accepts · Rating: 1400 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[RaresFelix's solution](#)

251.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[RaresFelix's solution](#)

252.

277A

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

Quality: 21,581 global accepts · Rating: 1400 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[RaresFelix's solution](#)

253.

1348B

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

Quality: 27,492 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[RaresFelix's solution](#)

254.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

255.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: brute force, sortings

[RaresFelix's solution](#)

256.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: implementation

[RaresFelix's solution](#)

257.

514B

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

Quality: 22,636 global accepts · Rating: 1400 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[RaresFelix's solution](#)

258.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[RaresFelix's solution](#)

259.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

260.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[RaresFelix's solution](#)

261.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,951 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaresFelix's solution](#)

262.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RaresFelix's solution](#)

263.

279B

[Books](#) · [Tutorial](#)

Quality: 72,444 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[RaresFelix's solution](#)

264.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[RaresFelix's solution](#)

265.

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[RaresFelix's solution](#)

266.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RaresFelix's solution](#)

267.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[RaresFelix's solution](#)

268.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[RaresFelix's solution](#)

269.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,095 global accepts · Rating: 1400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[RaresFelix's solution](#)

270.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[RaresFelix's solution](#)

271.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[RaresFelix's solution](#)

272.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[RaresFelix's solution](#)

273.

1195C

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

Quality: 34,841 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RaresFelix's solution](#)

274.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[RaresFelix's solution](#)

275.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RaresFelix's solution](#)

276.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[RaresFelix's solution](#)

277.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[RaresFelix's solution](#)

278.

1552B

[Running for Gold](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

279.

1551C

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

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

[RaresFelix's solution](#)

280.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[RaresFelix's solution](#)

281.

1547E

[Air Conditioners](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

282.

1542B

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

Quality: 26,541 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RaresFelix's solution](#)

283.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[RaresFelix's solution](#)

284.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[RaresFelix's solution](#)

285.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

286.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[RaresFelix's solution](#)

287.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RaresFelix's solution](#)

288.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: implementation

[RaresFelix's solution](#)

289.

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[RaresFelix's solution](#)

290.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: greedy

[RaresFelix's solution](#)

291.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu

[RaresFelix's solution](#)

292.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[RaresFelix's solution](#)

293.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[RaresFelix's solution](#)

294.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[RaresFelix's solution](#)

295.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: hashing, implementation

[RaresFelix's solution](#)

296.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 1500 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

297.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RaresFelix's solution](#)

298.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[RaresFelix's solution](#)

299.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[RaresFelix's solution](#)

300.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, implementation

[RaresFelix's solution](#)

301.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[RaresFelix's solution](#)

302.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: math, number theory

[RaresFelix's solution](#)

303.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,986 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: dp

[RaresFelix's solution](#)

304.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[RaresFelix's solution](#)

305.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,475 global accepts · Rating: 1500 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: greedy, math

[RaresFelix's solution](#)

306.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[RaresFelix's solution](#)

307.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dp, math, matrices

[RaresFelix's solution](#)

308.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[RaresFelix's solution](#)

309.

550C

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

Quality: 32,141 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, math

[RaresFelix's solution](#)

310.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,468 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[RaresFelix's solution](#)

311.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[RaresFelix's solution](#)

312.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: dp, implementation

[RaresFelix's solution](#)

313.

1341C

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

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

[RaresFelix's solution](#)

314.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[RaresFelix's solution](#)

315.

1296D

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

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

[RaresFelix's solution](#)

316.

1296C

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

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

[RaresFelix's solution](#)

317.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[RaresFelix's solution](#)

318.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RaresFelix's solution](#)

319.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[RaresFelix's solution](#)

320.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[RaresFelix's solution](#)

321.

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

[RaresFelix's solution](#)

322.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[RaresFelix's solution](#)

323.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RaresFelix's solution](#)

324.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[RaresFelix's solution](#)

325.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[RaresFelix's solution](#)

326.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[RaresFelix's solution](#)

327.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RaresFelix's solution](#)

328.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[RaresFelix's solution](#)

329.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[RaresFelix's solution](#)

330.

1542C

[Strange Function](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

331.

1526C2

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

Quality: 29,743 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RaresFelix's solution](#)

332.

1529C

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

Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[RaresFelix's solution](#)

333.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

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

[RaresFelix's solution](#)

334.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[RaresFelix's solution](#)

335.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[RaresFelix's solution](#)

336.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[RaresFelix's solution](#)

337.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[RaresFelix's solution](#)

338.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: number theory

[RaresFelix's solution](#)

339.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[RaresFelix's solution](#)

340.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math

[RaresFelix's solution](#)

341.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[RaresFelix's solution](#)

342.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[RaresFelix's solution](#)

343.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[RaresFelix's solution](#)

344.

1251C

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

Quality: 14,338 global accepts · Rating: 1600 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: greedy, two pointers

[RaresFelix's solution](#)

345.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[RaresFelix's solution](#)

346.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[RaresFelix's solution](#)

347.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[RaresFelix's solution](#)

348.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[RaresFelix's solution](#)

349.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[RaresFelix's solution](#)

350.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[RaresFelix's solution](#)

351.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: math, number theory

[RaresFelix's solution](#)

352.

1352G

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

Quality: 24,805 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[RaresFelix's solution](#)

353.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[RaresFelix's solution](#)

354.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: math, sortings

[RaresFelix's solution](#)

355.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[RaresFelix's solution](#)

356.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,057 global accepts · Rating: 1600 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: dfs and similar

[RaresFelix's solution](#)

357.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: implementation, math

[RaresFelix's solution](#)

358.

1342C

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

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

[RaresFelix's solution](#)

359.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[RaresFelix's solution](#)

360.

1334C

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

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

greedy, math

[RaresFelix's solution](#)

361.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[RaresFelix's solution](#)

362.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RaresFelix's solution](#)

363.

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

[RaresFelix's solution](#)

364.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[RaresFelix's solution](#)

365.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[RaresFelix's solution](#)

366.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[RaresFelix's solution](#)

367.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[RaresFelix's solution](#)

368.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

369.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

370.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[RaresFelix's solution](#)

371.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[RaresFelix's solution](#)

372.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RaresFelix's solution](#)

373.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

374.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

375.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[RaresFelix's solution](#)

376.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RaresFelix's solution](#)

377.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[RaresFelix's solution](#)

378.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[RaresFelix's solution](#)

379.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[RaresFelix's solution](#)

380.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[RaresFelix's solution](#)

381.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RaresFelix's solution](#)

382.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[RaresFelix's solution](#)

383.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RaresFelix's solution](#)

384.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: binary search, implementation

[RaresFelix's solution](#)

385.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[RaresFelix's solution](#)

386.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[RaresFelix's solution](#)

387.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RaresFelix's solution](#)

388.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: math

[RaresFelix's solution](#)

389.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[RaresFelix's solution](#)

390.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[RaresFelix's solution](#)

391.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[RaresFelix's solution](#)

392.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[RaresFelix's solution](#)

393.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[RaresFelix's solution](#)

394.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: implementation, math

[RaresFelix's solution](#)

395.

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[RaresFelix's solution](#)

396.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

397.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 1700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp

[RaresFelix's solution](#)

398.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,552 global accepts · Rating: 1700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, trees

[RaresFelix's solution](#)

399.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp

[RaresFelix's solution](#)

400.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[RaresFelix's solution](#)

401.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[RaresFelix's solution](#)

402.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[RaresFelix's solution](#)

403.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[RaresFelix's solution](#)

404.

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

[RaresFelix's solution](#)

405.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[RaresFelix's solution](#)

406.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RaresFelix's solution](#)

407.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[RaresFelix's solution](#)

408.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[RaresFelix's solution](#)

409.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[RaresFelix's solution](#)

410.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[RaresFelix's solution](#)

411.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[RaresFelix's solution](#)

412.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[RaresFelix's solution](#)

413.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

414.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[RaresFelix's solution](#)

415.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[RaresFelix's solution](#)

416.

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

[RaresFelix's solution](#)

417.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[RaresFelix's solution](#)

418.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,943 global accepts · Rating: 1800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[RaresFelix's solution](#)

419.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[RaresFelix's solution](#)

420.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[RaresFelix's solution](#)

421.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[RaresFelix's solution](#)

422.

2002D1

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

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

[RaresFelix's solution](#)

423.

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[RaresFelix's solution](#)

424.

1866C

[Completely Searching for Inversions · Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[RaresFelix's solution](#)

425.

949C

[Data Center Maintenance · Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RaresFelix's solution](#)

426.

351B

[Jeff and Furik · Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[RaresFelix's solution](#)

427.

1591D

[Yet Another Sorting Problem · Tutorial](#)

Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[RaresFelix's solution](#)

428.

1475F

[Unusual Matrix · Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[RaresFelix's solution](#)

429.

228E

[The Road to Berland is Paved With Good Intentions · Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[RaresFelix's solution](#)

430.

1054D

[Changing Array · Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[RaresFelix's solution](#)

431.

1546D

[AquaMoon and Chess · Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[RaresFelix's solution](#)

432.

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, number theory, two pointers

[RaresFelix's solution](#)

433.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[RaresFelix's solution](#)

434.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[RaresFelix's solution](#)

435.

1471D

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

Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[RaresFelix's solution](#)

436.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[RaresFelix's solution](#)

437.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[RaresFelix's solution](#)

438.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RaresFelix's solution](#)

439.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[RaresFelix's solution](#)

440.

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

[RaresFelix's solution](#)

441.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[RaresFelix's solution](#)

442.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[RaresFelix's solution](#)

443.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[RaresFelix's solution](#)

444.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[RaresFelix's solution](#)

445.

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

[RaresFelix's solution](#)

446.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RaresFelix's solution](#)

447.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[RaresFelix's solution](#)

448.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RaresFelix's solution](#)

449.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[RaresFelix's solution](#)

450.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[RaresFelix's solution](#)

451.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[RaresFelix's solution](#)

452.

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

[RaresFelix's solution](#)

453.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[RaresFelix's solution](#)

454.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[RaresFelix's solution](#)

455.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[RaresFelix's solution](#)

456.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[RaresFelix's solution](#)

457.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[RaresFelix's solution](#)

458.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[RaresFelix's solution](#)

459.

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[RaresFelix's solution](#)

460.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[RaresFelix's solution](#)

461.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[RaresFelix's solution](#)

462.

577D

[Invariance of Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

463.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RaresFelix's solution](#)

464.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[RaresFelix's solution](#)

465.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[RaresFelix's solution](#)

466.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[RaresFelix's solution](#)

467.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RaresFelix's solution](#)

468.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[RaresFelix's solution](#)

469.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[RaresFelix's solution](#)

470.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[RaresFelix's solution](#)

471.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RaresFelix's solution](#)

472.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[RaresFelix's solution](#)

473.

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
[RaresFelix's solution](#)

474.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[RaresFelix's solution](#)

475.

651E

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

Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[RaresFelix's solution](#)

476.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[RaresFelix's solution](#)

477.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[RaresFelix's solution](#)

478.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[RaresFelix's solution](#)

479.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[RaresFelix's solution](#)

480.

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
[RaresFelix's solution](#)

481.

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
[RaresFelix's solution](#)

482.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[RaresFelix's solution](#)

483.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees

[RaresFelix's solution](#)

484.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[RaresFelix's solution](#)

485.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[RaresFelix's solution](#)

486.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

487.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[RaresFelix's solution](#)

488.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[RaresFelix's solution](#)

489.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RaresFelix's solution](#)

490.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[RaresFelix's solution](#)

491.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[RaresFelix's solution](#)

492.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RaresFelix's solution](#)

493.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[RaresFelix's solution](#)

494.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[RaresFelix's solution](#)

495.

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[RaresFelix's solution](#)

496.

1163E

[Magical Permutation · Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[RaresFelix's solution](#)

497.

1924C

[Fractal Origami · Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[RaresFelix's solution](#)

498.

866D

[Buy Low Sell High · Tutorial](#)

Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[RaresFelix's solution](#)

499.

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[RaresFelix's solution](#)

500.

1830C

[Hyperregular Bracket Strings · Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[RaresFelix's solution](#)

501.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[RaresFelix's solution](#)

502.

1817C

[Similar Polynomials · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[RaresFelix's solution](#)

503.

1909E

[Multiple Lamps · Tutorial](#)

Quality: 1,680 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

[RaresFelix's solution](#)

504.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[RaresFelix's solution](#)

505.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[RaresFelix's solution](#)

506.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[RaresFelix's solution](#)

507.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[RaresFelix's solution](#)

508.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[RaresFelix's solution](#)

509.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[RaresFelix's solution](#)

510.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[RaresFelix's solution](#)

511.

1591E

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

Rating: 2400 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[RaresFelix's solution](#)

512.

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

[RaresFelix's solution](#)

513.

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

[RaresFelix's solution](#)

514.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[RaresFelix's solution](#)

515.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[RaresFelix's solution](#)

516.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[RaresFelix's solution](#)

517.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[RaresFelix's solution](#)

518.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[RaresFelix's solution](#)

519.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[RaresFelix's solution](#)

520.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[RaresFelix's solution](#)

521.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[RaresFelix's solution](#)

522.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[RaresFelix's solution](#)

523.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[RaresFelix's solution](#)

524.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[RaresFelix's solution](#)

525.

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

[RaresFelix's solution](#)

526.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[RaresFelix's solution](#)

527.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[RaresFelix's solution](#)

528.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[RaresFelix's solution](#)

529.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[RaresFelix's solution](#)

530.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[RaresFelix's solution](#)

531.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[RaresFelix's solution](#)

532.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[RaresFelix's solution](#)

533.

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

[RaresFelix's solution](#)

534.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[RaresFelix's solution](#)

535.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[RaresFelix's solution](#)

536.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[RaresFelix's solution](#)

537.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[RaresFelix's solution](#)

538.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[RaresFelix's solution](#)

539.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[RaresFelix's solution](#)

540.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[RaresFelix's solution](#)

541.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[RaresFelix's solution](#)

542.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[RaresFelix's solution](#)

543.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[RaresFelix's solution](#)

544.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[RaresFelix's solution](#)

545.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[RaresFelix's solution](#)

546.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[RaresFelix's solution](#)

547.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[RaresFelix's solution](#)

548.

1852D

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

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[RaresFelix's solution](#)

549.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[RaresFelix's solution](#)

550.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[RaresFelix's solution](#)

551.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[RaresFelix's solution](#)

552.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[RaresFelix's solution](#)

553.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[RaresFelix's solution](#)

554.

1943E1

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

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[RaresFelix's solution](#)

555.

1835D

[Doctor's Brown Hypothesis · Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[RaresFelix's solution](#)

556.

464E

[The Classic Problem · Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[RaresFelix's solution](#)

557.

1824D

[LuoTianyi and the Function · Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[RaresFelix's solution](#)

558.

1889D

[Game of Stacks · Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[RaresFelix's solution](#)

559.

2046D

[For the Emperor! · Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[RaresFelix's solution](#)

560.

1965E

[Connected Cubes · Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games
[RaresFelix's solution](#)

561.

1924E

[Paper Cutting Again · Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[RaresFelix's solution](#)

562.

1924F

[Anti-Proxy Attendance · Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[RaresFelix's solution](#)

563.

2220A

[Blocked · Tutorial](#)

Quality: 18,132 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[RaresFelix's solution](#)

564.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[RaresFelix's solution](#)

565.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

566.

101470G

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

567.

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

568.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

569.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

570.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

571.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

572.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

573.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

574.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

575.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

576.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

577.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[RaresFelix's solution](#)

578.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

579.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

580.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

581.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

582.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

583.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

584.

102566F

[Magic Wand](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

585.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

586.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

587.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

588.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

589.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

590.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

591.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

592.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

593.

102566E

[KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

594.

102566H

[Pussycat](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

595.

102566I

[Fast Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[RaresFelix's solution](#)

596.

102566D

[Government](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

597.

102566C

[Emojis](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

598.

102566A

[Beggars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

599.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

600.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

601.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

602.

393C

[Blocked Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[RaresFelix's solution](#)

603.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

604.

399E

[Tree and Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[RaresFelix's solution](#)

605.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

606.

103119L

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

Rating: — · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

607.

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RaresFelix's solution](#)

608.

103214E

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