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Unique solved — RedLycoris

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 680

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[RedLycoris's solution](#)

2.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RedLycoris's solution](#)

3.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

4.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2019-08-03 · last AC: 2022-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[RedLycoris's solution](#)

5.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[RedLycoris's solution](#)

6.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[RedLycoris's solution](#)

7.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RedLycoris's solution](#)

8.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RedLycoris's solution](#)

9.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

10.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

11.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[RedLycoris's solution](#)

12.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: math, number theory

[RedLycoris's solution](#)

13.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-08-01 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[RedLycoris's solution](#)

14.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-29 · Python 3 (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

15.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force

[RedLycoris's solution](#)

16.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[RedLycoris's solution](#)

17.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2020-03-09 · Python 3 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

18.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

19.

1212A

[Wrong Subtraction](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-08-31 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[RedLycoris's solution](#)

20.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[RedLycoris's solution](#)

21.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[RedLycoris's solution](#)

22.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[RedLycoris's solution](#)

23.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2019-07-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[RedLycoris's solution](#)

24.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-25 · last AC: 2019-07-25 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[RedLycoris's solution](#)

25.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RedLycoris's solution](#)

26.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: dp, implementation, math

[RedLycoris's solution](#)

27.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedLycoris's solution](#)

28.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[RedLycoris's solution](#)

29.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,805 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedLycoris's solution](#)

30.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings

[RedLycoris's solution](#)

31.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

32.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

33.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

34.

678A

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

Quality: 15,162 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

35.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

36.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedLycoris's solution](#)

37.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedLycoris's solution](#)

38.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,914 global accepts · Rating: 900 · first AC: 2020-03-09 · Python 3 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

39.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

40.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[RedLycoris's solution](#)

41.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: math

[RedLycoris's solution](#)

42.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[RedLycoris's solution](#)

43.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

44.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-23 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[RedLycoris's solution](#)

45.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedLycoris's solution](#)

46.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[RedLycoris's solution](#)

47.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[RedLycoris's solution](#)

48.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

49.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[RedLycoris's solution](#)

50.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

51.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[RedLycoris's solution](#)

52.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

53.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

54.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

55.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

56.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2019-08-01 · Python 3 (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

57.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedLycoris's solution](#)

58.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[RedLycoris's solution](#)

59.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

60.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[RedLycoris's solution](#)

61.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[RedLycoris's solution](#)

62.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[RedLycoris's solution](#)

63.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2019-05-19 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: sortings

[RedLycoris's solution](#)

64.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2019-05-20 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

65.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

66.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: games, greedy

[RedLycoris's solution](#)

67.

1181A

[Chunga-Changa](#) · [Tutorial](#)

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

[RedLycoris's solution](#)

68.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

69.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[RedLycoris's solution](#)

70.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RedLycoris's solution](#)

71.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2021-08-09 · Python 3 (first AC) · Tags: implementation

[RedLycoris's solution](#)

72.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2021-07-01 · Python 3 (first AC) · Tags: implementation

[RedLycoris's solution](#)

73.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedLycoris's solution](#)

74.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[RedLycoris's solution](#)

75.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[RedLycoris's solution](#)

76.

1202A

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

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[RedLycoris's solution](#)

77.

218B

[Airport · Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

78.

218A

[Mountain Scenery · Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[RedLycoris's solution](#)

79.

1189B

[Number Circle · Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[RedLycoris's solution](#)

80.

1173B

[Nauuo and Chess · Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RedLycoris's solution](#)

81.

1166B

[All the Vowels Please · Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[RedLycoris's solution](#)

82.

1641A

[Great Sequence · Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[RedLycoris's solution](#)

83.

145A

[Lucky Conversion · Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[RedLycoris's solution](#)

84.

1635C

[Differential Sorting · Tutorial](#)

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RedLycoris's solution](#)

85.

1581B

[Diameter of Graph · Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[RedLycoris's solution](#)

86.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedLycoris's solution](#)

87.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

88.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

89.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2019-07-02 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

90.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[RedLycoris's solution](#)

91.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[RedLycoris's solution](#)

92.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-01 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[RedLycoris's solution](#)

93.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[RedLycoris's solution](#)

94.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedLycoris's solution](#)

95.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[RedLycoris's solution](#)

96.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedLycoris's solution](#)

97.

218C

[Ice Skating](#) · [Tutorial](#)

Quality: 1200 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[RedLycoris's solution](#)

98.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RedLycoris's solution](#)

99.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedLycoris's solution](#)

100.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedLycoris's solution](#)

101.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[RedLycoris's solution](#)

102.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RedLycoris's solution](#)

103.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[RedLycoris's solution](#)

104.

1615B

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

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

[RedLycoris's solution](#)

105.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[RedLycoris's solution](#)

106.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-06-26 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

107.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: greedy, strings

[RedLycoris's solution](#)

108.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

109.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2019-07-02 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[RedLycoris's solution](#)

110.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-07-02 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

111.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: *special, brute force

[RedLycoris's solution](#)

112.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, sortings

[RedLycoris's solution](#)

113.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[RedLycoris's solution](#)

114.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[RedLycoris's solution](#)

115.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

116.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · last AC: 2019-07-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[RedLycoris's solution](#)

117.

1178B

[WOW Factor](#) · [Tutorial](#)

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

[RedLycoris's solution](#)

118.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

119.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

120.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation, trees

[RedLycoris's solution](#)

121.

1187B

[Letters Shop](#) · [Tutorial](#)

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

[RedLycoris's solution](#)

122.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[RedLycoris's solution](#)

123.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[RedLycoris's solution](#)

124.

1654C

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

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

[RedLycoris's solution](#)

125.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[RedLycoris's solution](#)

126.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

127.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[RedLycoris's solution](#)

128.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-07-02 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[RedLycoris's solution](#)

129.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[RedLycoris's solution](#)

130.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[RedLycoris's solution](#)

131.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

132.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[RedLycoris's solution](#)

133.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[RedLycoris's solution](#)

134.

100C

[A+B](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 1400 · first AC: 2019-08-15 · Pike (first AC) · Tags: *special, implementation

[RedLycoris's solution](#)

135.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[RedLycoris's solution](#)

136.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[RedLycoris's solution](#)

137.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[RedLycoris's solution](#)

138.

1195C

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

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

139.

1191C

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

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

140.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[RedLycoris's solution](#)

141.

1189C

[Candies!](#) · [Tutorial](#)

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

[RedLycoris's solution](#)

142.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2019-05-22 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force

[RedLycoris's solution](#)

143.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

144.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[RedLycoris's solution](#)

145.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[RedLycoris's solution](#)

146.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[RedLycoris's solution](#)

147.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-06-22 · last AC: 2023-03-31 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

148.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[RedLycoris's solution](#)

149.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[RedLycoris's solution](#)

150.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2021-08-09 · Python 3 (first AC) · Tags: dfs and similar, greedy, math
[RedLycoris's solution](#)

151.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[RedLycoris's solution](#)

152.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[RedLycoris's solution](#)

153.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings
[RedLycoris's solution](#)

154.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[RedLycoris's solution](#)

155.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1500 · first AC: 2019-07-03 · last AC: 2021-06-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math
[RedLycoris's solution](#)

156.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[RedLycoris's solution](#)

157.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[RedLycoris's solution](#)

158.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[RedLycoris's solution](#)

159.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[RedLycoris's solution](#)

160.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search
[RedLycoris's solution](#)

161.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation
[RedLycoris's solution](#)

162.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[RedLycoris's solution](#)

163.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[RedLycoris's solution](#)

164.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[RedLycoris's solution](#)

165.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[RedLycoris's solution](#)

166.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · last AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[RedLycoris's solution](#)

167.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[RedLycoris's solution](#)

168.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2019-07-16 · last AC: 2019-07-16 · PyPy 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[RedLycoris's solution](#)

169.

1186D

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

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

[RedLycoris's solution](#)

170.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[RedLycoris's solution](#)

171.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[RedLycoris's solution](#)

172.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[RedLycoris's solution](#)

173.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[RedLycoris's solution](#)

174.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[RedLycoris's solution](#)

175.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[RedLycoris's solution](#)

176.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedLycoris's solution](#)

177.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

178.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[RedLycoris's solution](#)

179.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[RedLycoris's solution](#)

180.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, number theory

[RedLycoris's solution](#)

181.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[RedLycoris's solution](#)

182.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2019-09-25 · last AC: 2019-09-25 · GNU C++11 (first AC) · Tags: data structures, dsu

[RedLycoris's solution](#)

183.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[RedLycoris's solution](#)

184.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[RedLycoris's solution](#)

185.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[RedLycoris's solution](#)

186.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

187.

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

188.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[RedLycoris's solution](#)

189.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[RedLycoris's solution](#)

190.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2019-06-08 · last AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

191.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2019-06-07 · last AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

192.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[RedLycoris's solution](#)

193.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

194.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[RedLycoris's solution](#)

195.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[RedLycoris's solution](#)

196.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RedLycoris's solution](#)

197.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[RedLycoris's solution](#)

198.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[RedLycoris's solution](#)

199.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[RedLycoris's solution](#)

200.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[RedLycoris's solution](#)

201.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[RedLycoris's solution](#)

202.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[RedLycoris's solution](#)

203.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[RedLycoris's solution](#)

204.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[RedLycoris's solution](#)

205.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: sortings, strings

[RedLycoris's solution](#)

206.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[RedLycoris's solution](#)

207.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[RedLycoris's solution](#)

208.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[RedLycoris's solution](#)

209.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[RedLycoris's solution](#)

210.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[RedLycoris's solution](#)

211.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dp, greedy

[RedLycoris's solution](#)

212.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dp

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213.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

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214.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: implementation

[RedLycoris's solution](#)

215.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[RedLycoris's solution](#)

216.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[RedLycoris's solution](#)

217.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-07-16 · PyPy 3 (first AC) · Tags: *special

[RedLycoris's solution](#)

218.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · last AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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219.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedLycoris's solution](#)

220.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[RedLycoris's solution](#)

221.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[RedLycoris's solution](#)

222.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-05-04 · last AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dp, implementation, math

[RedLycoris's solution](#)

223.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · last AC: 2019-04-14 · GNU C++11 (first AC) · Tags: greedy, strings

[RedLycoris's solution](#)

224.

1143D

[The Beatles](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-03-31 · last AC: 2019-03-31 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedLycoris's solution](#)

225.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[RedLycoris's solution](#)

226.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[RedLycoris's solution](#)

227.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[RedLycoris's solution](#)

228.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[RedLycoris's solution](#)

229.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[RedLycoris's solution](#)

230.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[RedLycoris's solution](#)

231.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RedLycoris's solution](#)

232.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[RedLycoris's solution](#)

233.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two

pointers

[RedLycoris's solution](#)

234.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2020-07-25 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[RedLycoris's solution](#)

235.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[RedLycoris's solution](#)

236.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: binary search, interactive

[RedLycoris's solution](#)

237.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

238.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[RedLycoris's solution](#)

239.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[RedLycoris's solution](#)

240.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · last AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RedLycoris's solution](#)

241.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-11-06 · last AC: 2019-11-06 · GNU C++11 (first AC) · Tags: brute force, math

[RedLycoris's solution](#)

242.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-09-27 · last AC: 2019-09-27 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[RedLycoris's solution](#)

243.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: binary search, sortings

[RedLycoris's solution](#)

244.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

245.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: combinatorics

[RedLycoris's solution](#)

246.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

247.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[RedLycoris's solution](#)

248.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RedLycoris's solution](#)

249.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: games, greedy

[RedLycoris's solution](#)

250.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[RedLycoris's solution](#)

251.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

252.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedLycoris's solution](#)

253.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[RedLycoris's solution](#)

254.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

255.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: binary search, implementation

[RedLycoris's solution](#)

256.

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RedLycoris's solution](#)

257.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedLycoris's solution](#)

258.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[RedLycoris's solution](#)

259.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[RedLycoris's solution](#)

260.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[RedLycoris's solution](#)

261.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: data structures, sortings

[RedLycoris's solution](#)

262.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[RedLycoris's solution](#)

263.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · last AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[RedLycoris's solution](#)

264.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[RedLycoris's solution](#)

265.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dp, greedy, sortings

[RedLycoris's solution](#)

266.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[RedLycoris's solution](#)

267.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[RedLycoris's solution](#)

268.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

269.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[RedLycoris's solution](#)

270.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[RedLycoris's solution](#)

271.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[RedLycoris's solution](#)

272.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedLycoris's solution](#)

273.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: binary search, greedy

[RedLycoris's solution](#)

274.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: bitmasks, trees

[RedLycoris's solution](#)

275.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: math

[RedLycoris's solution](#)

276.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedLycoris's solution](#)

277.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedLycoris's solution](#)

278.

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings

[RedLycoris's solution](#)

279.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

280.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-08-12 · last AC: 2019-11-16 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

281.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[RedLycoris's solution](#)

282.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[RedLycoris's solution](#)

283.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-24 · last AC: 2019-08-24 · PyPy 3 (first AC) · Tags: bitmasks, interactive, math

[RedLycoris's solution](#)

284.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2019-08-24 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp, implementation

[RedLycoris's solution](#)

285.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[RedLycoris's solution](#)

286.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

287.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2019-08-15 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[RedLycoris's solution](#)

288.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[RedLycoris's solution](#)

289.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[RedLycoris's solution](#)

290.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[RedLycoris's solution](#)

291.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · last AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[RedLycoris's solution](#)

292.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2019-07-18 · last AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

293.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · last AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[RedLycoris's solution](#)

294.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[RedLycoris's solution](#)

295.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[RedLycoris's solution](#)

296.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: geometry

[RedLycoris's solution](#)

297.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-14 · last AC: 2019-04-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RedLycoris's solution](#)

298.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[RedLycoris's solution](#)

299.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[RedLycoris's solution](#)

300.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[RedLycoris's solution](#)

301.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math

[RedLycoris's solution](#)

302.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[RedLycoris's solution](#)

303.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[RedLycoris's solution](#)

304.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[RedLycoris's solution](#)

305.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[RedLycoris's solution](#)

306.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[RedLycoris's solution](#)

307.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[RedLycoris's solution](#)

308.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RedLycoris's solution](#)

309.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp, graphs

[RedLycoris's solution](#)

310.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[RedLycoris's solution](#)

311.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[RedLycoris's solution](#)

312.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[RedLycoris's solution](#)

313.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[RedLycoris's solution](#)

314.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[RedLycoris's solution](#)

315.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: geometry

[RedLycoris's solution](#)

316.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: brute force, dp

[RedLycoris's solution](#)

317.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2021-05-16 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[RedLycoris's solution](#)

318.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, dp

[RedLycoris's solution](#)

319.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[RedLycoris's solution](#)

320.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[RedLycoris's solution](#)

321.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RedLycoris's solution](#)

322.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[RedLycoris's solution](#)

323.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-07-31 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[RedLycoris's solution](#)

324.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[RedLycoris's solution](#)

325.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[RedLycoris's solution](#)

326.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: dp, matrices

[RedLycoris's solution](#)

327.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp, matrices

[RedLycoris's solution](#)

328.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[RedLycoris's solution](#)

329.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

330.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2019-07-07 · last AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, greedy

[RedLycoris's solution](#)

331.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dp, math

[RedLycoris's solution](#)

332.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2019-07-06 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[RedLycoris's solution](#)

333.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[RedLycoris's solution](#)

334.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[RedLycoris's solution](#)

335.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[RedLycoris's solution](#)

336.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[RedLycoris's solution](#)

337.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[RedLycoris's solution](#)

338.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[RedLycoris's solution](#)

339.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-08-04 · last AC: 2022-03-30 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[RedLycoris's solution](#)

340.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[RedLycoris's solution](#)

341.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RedLycoris's solution](#)

342.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[RedLycoris's solution](#)

343.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[RedLycoris's solution](#)

344.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: data structures, graphs

[RedLycoris's solution](#)

345.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedLycoris's solution](#)

346.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2019-09-24 · last AC: 2021-06-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RedLycoris's solution](#)

347.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2019-08-24 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

348.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[RedLycoris's solution](#)

349.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[RedLycoris's solution](#)

350.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2019-06-08 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[RedLycoris's solution](#)

351.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2019-08-09 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[RedLycoris's solution](#)

352.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[RedLycoris's solution](#)

353.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[RedLycoris's solution](#)

354.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[RedLycoris's solution](#)

355.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[RedLycoris's solution](#)

356.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[RedLycoris's solution](#)

357.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[RedLycoris's solution](#)

358.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[RedLycoris's solution](#)

359.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2019-07-25 · last AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[RedLycoris's solution](#)

360.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[RedLycoris's solution](#)

361.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[RedLycoris's solution](#)

362.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-09-27 · last AC: 2019-09-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[RedLycoris's solution](#)

363.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-07 · last AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[RedLycoris's solution](#)

364.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2019-08-14 · last AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

365.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: data structures, dp

[RedLycoris's solution](#)

366.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[RedLycoris's solution](#)

367.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[RedLycoris's solution](#)

368.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy

[RedLycoris's solution](#)

369.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-05-25 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: dp, sortings

[RedLycoris's solution](#)

370.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · last AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[RedLycoris's solution](#)

371.

218D

[Blackboard Fibonacci](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedLycoris's solution](#)

372.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[RedLycoris's solution](#)

373.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-16 · last AC: 2022-10-09 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[RedLycoris's solution](#)

374.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[RedLycoris's solution](#)

375.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[RedLycoris's solution](#)

376.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[RedLycoris's solution](#)

377.

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[RedLycoris's solution](#)

378.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

379.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2019-06-06 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[RedLycoris's solution](#)

380.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: flows

[RedLycoris's solution](#)

381.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[RedLycoris's solution](#)

382.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

383.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

384.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[RedLycoris's solution](#)

385.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, two pointers

[RedLycoris's solution](#)

386.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-21 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[RedLycoris's solution](#)

387.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[RedLycoris's solution](#)

388.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedLycoris's solution](#)

389.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[RedLycoris's solution](#)

390.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-08-13 · last AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[RedLycoris's solution](#)

391.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[RedLycoris's solution](#)

392.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-08-12 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

393.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[RedLycoris's solution](#)

394.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-14 · last AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[RedLycoris's solution](#)

395.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedLycoris's solution](#)

396.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[RedLycoris's solution](#)

397.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[RedLycoris's solution](#)

398.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: dp, trees

[RedLycoris's solution](#)

399.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-02 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[RedLycoris's solution](#)

400.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[RedLycoris's solution](#)

401.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, math

[RedLycoris's solution](#)

402.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[RedLycoris's solution](#)

403.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, greedy

[RedLycoris's solution](#)

404.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-08-14 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[RedLycoris's solution](#)

405.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[RedLycoris's solution](#)

406.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-21 · last AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[RedLycoris's solution](#)

407.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2019-06-08 · last AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[RedLycoris's solution](#)

408.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[RedLycoris's solution](#)

409.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-19 · last AC: 2019-05-19 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[RedLycoris's solution](#)

410.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[RedLycoris's solution](#)

411.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[RedLycoris's solution](#)

412.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[RedLycoris's solution](#)

413.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[RedLycoris's solution](#)

414.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[RedLycoris's solution](#)

415.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[RedLycoris's solution](#)

416.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[RedLycoris's solution](#)

417.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[RedLycoris's solution](#)

418.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2019-07-27 · last AC: 2022-02-20 · GNU C++11 (first AC) · Tags: hashing, strings

[RedLycoris's solution](#)

419.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-07-17 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[RedLycoris's solution](#)

420.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, greedy

[RedLycoris's solution](#)

421.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[RedLycoris's solution](#)

422.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[RedLycoris's solution](#)

423.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dp, strings

[RedLycoris's solution](#)

424.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RedLycoris's solution](#)

425.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: geometry, sortings

[RedLycoris's solution](#)

426.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2019-07-10 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: games, math

[RedLycoris's solution](#)

427.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[RedLycoris's solution](#)

428.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[RedLycoris's solution](#)

429.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, trees

[RedLycoris's solution](#)

430.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[RedLycoris's solution](#)

431.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[RedLycoris's solution](#)

432.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[RedLycoris's solution](#)

433.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-05-04 · last AC: 2020-04-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation

[RedLycoris's solution](#)

434.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[RedLycoris's solution](#)

435.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-12-14 · last AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows

[RedLycoris's solution](#)

436.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2019-10-30 · last AC: 2019-10-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[RedLycoris's solution](#)

437.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[RedLycoris's solution](#)

438.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[RedLycoris's solution](#)

439.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: flows, graph matchings

[RedLycoris's solution](#)

440.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2019-07-10 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

441.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-06 · last AC: 2019-07-06 · Python 3 (first AC) · Tags: number theory

[RedLycoris's solution](#)

442.

1173E1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[RedLycoris's solution](#)

443.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[RedLycoris's solution](#)

444.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[RedLycoris's solution](#)

445.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: flows

[RedLycoris's solution](#)

446.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2019-08-28 · last AC: 2022-02-20 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[RedLycoris's solution](#)

447.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[RedLycoris's solution](#)

448.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[RedLycoris's solution](#)

449.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[RedLycoris's solution](#)

450.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[RedLycoris's solution](#)

451.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-10-14 · last AC: 2021-09-11 · GNU C++11 (first AC) · Tags: combinatorics, dp

[RedLycoris's solution](#)

452.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[RedLycoris's solution](#)

453.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2019-07-28 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[RedLycoris's solution](#)

454.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

455.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[RedLycoris's solution](#)

456.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[RedLycoris's solution](#)

457.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[RedLycoris's solution](#)

458.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[RedLycoris's solution](#)

459.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[RedLycoris's solution](#)

460.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[RedLycoris's solution](#)

461.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2021-02-03 · last AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedLycoris's solution](#)

462.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RedLycoris's solution](#)

463.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[RedLycoris's solution](#)

464.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, dp

[RedLycoris's solution](#)

465.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[RedLycoris's solution](#)

466.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2019-07-30 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: number theory

[RedLycoris's solution](#)

467.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2019-08-09 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[RedLycoris's solution](#)

468.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[RedLycoris's solution](#)

469.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2020-04-18 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

470.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[RedLycoris's solution](#)

471.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: data structures, two pointers

[RedLycoris's solution](#)

472.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[RedLycoris's solution](#)

473.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2019-09-02 · last AC: 2020-02-29 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

474.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[RedLycoris's solution](#)

475.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2019-08-23 · last AC: 2020-01-17 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

476.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers

[RedLycoris's solution](#)

477.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[RedLycoris's solution](#)

478.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-15 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: data structures, trees

[RedLycoris's solution](#)

479.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[RedLycoris's solution](#)

480.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[RedLycoris's solution](#)

481.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[RedLycoris's solution](#)

482.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

483.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[RedLycoris's solution](#)

484.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings

[RedLycoris's solution](#)

485.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[RedLycoris's solution](#)

486.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[RedLycoris's solution](#)

487.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[RedLycoris's solution](#)

488.

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[RedLycoris's solution](#)

489.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[RedLycoris's solution](#)

490.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[RedLycoris's solution](#)

491.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[RedLycoris's solution](#)

492.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RedLycoris's solution](#)

493.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RedLycoris's solution](#)

494.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[RedLycoris's solution](#)

495.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[RedLycoris's solution](#)

496.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

497.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2022-03-03 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[RedLycoris's solution](#)

498.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[RedLycoris's solution](#)

499.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-08-12 · last AC: 2022-02-20 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[RedLycoris's solution](#)

500.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-09-24 · last AC: 2022-02-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[RedLycoris's solution](#)

501.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dsu

[RedLycoris's solution](#)

502.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dp, trees

[RedLycoris's solution](#)

503.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[RedLycoris's solution](#)

504.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2019-10-27 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

505.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[RedLycoris's solution](#)

506.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: flows, graphs

[RedLycoris's solution](#)

507.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-09-02 · last AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[RedLycoris's solution](#)

508.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[RedLycoris's solution](#)

509.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedLycoris's solution](#)

510.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2019-07-14 · last AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[RedLycoris's solution](#)

511.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedLycoris's solution](#)

512.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[RedLycoris's solution](#)

513.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-07-25 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

514.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[RedLycoris's solution](#)

515.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[RedLycoris's solution](#)

516.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-07-15 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[RedLycoris's solution](#)

517.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[RedLycoris's solution](#)

518.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2019-07-10 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedLycoris's solution](#)

519.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[RedLycoris's solution](#)

520.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[RedLycoris's solution](#)

521.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[RedLycoris's solution](#)

522.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2019-08-15 · last AC: 2019-08-15 · GNU C++11 (first AC) · Tags: hashing, strings

[RedLycoris's solution](#)

523.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: dp, trees

[RedLycoris's solution](#)

524.

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: brute force

[RedLycoris's solution](#)

525.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[RedLycoris's solution](#)

526.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[RedLycoris's solution](#)

527.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[RedLycoris's solution](#)

528.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RedLycoris's solution](#)

529.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[RedLycoris's solution](#)

530.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[RedLycoris's solution](#)

531.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[RedLycoris's solution](#)

532.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RedLycoris's solution](#)

533.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[RedLycoris's solution](#)

534.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · last AC: 2022-02-20 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

535.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

536.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

537.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dp, flows

[RedLycoris's solution](#)

538.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[RedLycoris's solution](#)

539.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: math

[RedLycoris's solution](#)

540.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[RedLycoris's solution](#)

541.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[RedLycoris's solution](#)

542.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[RedLycoris's solution](#)

543.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp, expression parsing

[RedLycoris's solution](#)

544.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

545.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-07-25 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

546.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[RedLycoris's solution](#)

547.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-23 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[RedLycoris's solution](#)

548.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dp, graphs

[RedLycoris's solution](#)

549.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-02-22 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, trees

[RedLycoris's solution](#)

550.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: brute force, strings

[RedLycoris's solution](#)

551.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2019-07-19 · last AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[RedLycoris's solution](#)

552.

218E

[Formurosa](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

553.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2019-07-12 · last AC: 2019-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[RedLycoris's solution](#)

554.

1173E2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[RedLycoris's solution](#)

555.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[RedLycoris's solution](#)

556.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[RedLycoris's solution](#)

557.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedLycoris's solution](#)

558.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[RedLycoris's solution](#)

559.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[RedLycoris's solution](#)

560.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[RedLycoris's solution](#)

561.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[RedLycoris's solution](#)

562.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-31 · last AC: 2022-03-24 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[RedLycoris's solution](#)

563.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[RedLycoris's solution](#)

564.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[RedLycoris's solution](#)

565.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2019-08-14 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: math, matrices, probabilities

[RedLycoris's solution](#)

566.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[RedLycoris's solution](#)

567.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[RedLycoris's solution](#)

568.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, two pointers

[RedLycoris's solution](#)

569.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: math, number theory

[RedLycoris's solution](#)

570.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

571.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2019-07-23 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

572.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[RedLycoris's solution](#)

573.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RedLycoris's solution](#)

574.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[RedLycoris's solution](#)

575.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[RedLycoris's solution](#)

576.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[RedLycoris's solution](#)

577.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RedLycoris's solution](#)

578.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[RedLycoris's solution](#)

579.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[RedLycoris's solution](#)

580.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-07-31 · last AC: 2022-08-31 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[RedLycoris's solution](#)

581.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[RedLycoris's solution](#)

582.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[RedLycoris's solution](#)

583.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[RedLycoris's solution](#)

584.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-27 · last AC: 2021-09-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[RedLycoris's solution](#)

585.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[RedLycoris's solution](#)

586.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: graphs

[RedLycoris's solution](#)

587.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[RedLycoris's solution](#)

588.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, trees

[RedLycoris's solution](#)

589.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[RedLycoris's solution](#)

590.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[RedLycoris's solution](#)

591.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RedLycoris's solution](#)

592.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings

[RedLycoris's solution](#)

593.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp

[RedLycoris's solution](#)

594.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[RedLycoris's solution](#)

595.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[RedLycoris's solution](#)

596.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[RedLycoris's solution](#)

597.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[RedLycoris's solution](#)

598.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[RedLycoris's solution](#)

599.

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[RedLycoris's solution](#)

600.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2019-04-28 · last AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[RedLycoris's solution](#)

601.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: data structures, dp

[RedLycoris's solution](#)

602.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-04 · last AC: 2019-12-07 · GNU C++11 (first AC) · Tags: dp, games

[RedLycoris's solution](#)

603.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[RedLycoris's solution](#)

604.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: strings

[RedLycoris's solution](#)

605.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and

similar, math

[RedLycoris's solution](#)

606.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[RedLycoris's solution](#)

607.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[RedLycoris's solution](#)

608.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[RedLycoris's solution](#)

609.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[RedLycoris's solution](#)

610.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[RedLycoris's solution](#)

611.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[RedLycoris's solution](#)

612.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[RedLycoris's solution](#)

613.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[RedLycoris's solution](#)

614.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[RedLycoris's solution](#)

615.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-16 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[RedLycoris's solution](#)

616.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[RedLycoris's solution](#)

617.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[RedLycoris's solution](#)

618.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[RedLycoris's solution](#)

619.

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[RedLycoris's solution](#)

620.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[RedLycoris's solution](#)

621.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures

[RedLycoris's solution](#)

622.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[RedLycoris's solution](#)

623.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[RedLycoris's solution](#)

624.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-09-16 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[RedLycoris's solution](#)

625.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[RedLycoris's solution](#)

626.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[RedLycoris's solution](#)

627.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[RedLycoris's solution](#)

628.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[RedLycoris's solution](#)

629.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[RedLycoris's solution](#)

630.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[RedLycoris's solution](#)

631.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[RedLycoris's solution](#)

632.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[RedLycoris's solution](#)

633.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

634.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[RedLycoris's solution](#)

635.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[RedLycoris's solution](#)

636.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[RedLycoris's solution](#)

637.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[RedLycoris's solution](#)

638.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[RedLycoris's solution](#)

639.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

640.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedLycoris's solution](#)

641.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-25 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[RedLycoris's solution](#)

642.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

643.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: *special

[RedLycoris's solution](#)

644.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

645.

100213F

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

646.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

647.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-15 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

648.

100536L

[Lattice Animals](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-04 · last AC: 2019-09-04 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

649.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

650.

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

651.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

652.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · last AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

653.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

654.

100503B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-14 · last AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

655.

100837F

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

Rating: — · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

656.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

657.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

658.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

659.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

660.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

661.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

662.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

663.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

664.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

665.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

666.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

667.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

668.

100153G

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

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

669.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

670.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

671.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedLycoris's solution](#)

672.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · last AC: 2019-06-15 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

673.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

674.

100402F

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

Rating: — · first AC: 2019-06-14 · last AC: 2019-06-14 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

675.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

676.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

677.

100215A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · last AC: 2019-05-19 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

678.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

679.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)

680.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: —

[RedLycoris's solution](#)