

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

<https://cfelitetracker.vercel.app>

Unique solved — Redcrown

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

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

Filters: none

Count: 488

1.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

2.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Redcrown's solution](#)

3.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Redcrown's solution](#)

4.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Redcrown's solution](#)

5.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Redcrown's solution](#)

6.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,443 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Redcrown's solution](#)

7.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

8.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Redcrown's solution](#)

9.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Redcrown's solution](#)

10.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Redcrown's solution](#)

11.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Redcrown's solution](#)

12.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Redcrown's solution](#)

13.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Redcrown's solution](#)

14.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[Redcrown's solution](#)

15.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[Redcrown's solution](#)

16.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Redcrown's solution](#)

17.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[Redcrown's solution](#)

18.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[Redcrown's solution](#)

19.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[Redcrown's solution](#)

20.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

[Redcrow's solution](#)

21.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Redcrow's solution](#)

22.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrow's solution](#)

23.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Redcrow's solution](#)

24.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Redcrow's solution](#)

25.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Redcrow's solution](#)

26.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrow's solution](#)

27.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Redcrow's solution](#)

28.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrow's solution](#)

29.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Redcrow's solution](#)

- 30.**
1717A
[Madoka and Strange Thoughts](#) · [Tutorial](#)
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Redcrow's solution](#)
- 31.**
1721A
[Image](#) · [Tutorial](#)
Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Redcrow's solution](#)
- 32.**
1712B
[Woeful Permutation](#) · [Tutorial](#)
Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[Redcrow's solution](#)
- 33.**
1712A
[Wonderful Permutation](#) · [Tutorial](#)
Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Redcrow's solution](#)
- 34.**
1713A
[Traveling Salesman Problem](#) · [Tutorial](#)
Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[Redcrow's solution](#)
- 35.**
1716B
[Permutation Chain](#) · [Tutorial](#)
Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Redcrow's solution](#)
- 36.**
1716A
[2-3 Moves](#) · [Tutorial](#)
Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Redcrow's solution](#)
- 37.**
1704A
[Two 0-1 Sequences](#) · [Tutorial](#)
Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Redcrow's solution](#)
- 38.**
1711A
[Perfect Permutation](#) · [Tutorial](#)
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Redcrow's solution](#)
- 39.**
1709A
[Three Doors](#) · [Tutorial](#)
Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[Redcrow's solution](#)
- 40.**
1706A
[Another String Minimization Problem](#) · [Tutorial](#)
Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy,

string suffix structures, strings

[Redcrow's solution](#)

41.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Redcrow's solution](#)

42.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Redcrow's solution](#)

43.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Redcrow's solution](#)

44.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Redcrow's solution](#)

45.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Redcrow's solution](#)

46.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Redcrow's solution](#)

47.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Redcrow's solution](#)

48.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrow's solution](#)

49.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Redcrow's solution](#)

50.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Redcrow's solution](#)

51.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Redcrown's solution](#)

52.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Redcrown's solution](#)

53.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Redcrown's solution](#)

54.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrown's solution](#)

55.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Redcrown's solution](#)

56.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

57.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

58.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrown's solution](#)

59.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Redcrown's solution](#)

60.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrown's solution](#)

61.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrown's solution](#)

62.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, sortings

[Redcrow's solution](#)

63.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Redcrow's solution](#)

64.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Redcrow's solution](#)

65.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Redcrow's solution](#)

66.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Redcrow's solution](#)

67.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Redcrow's solution](#)

68.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Redcrow's solution](#)

69.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Redcrow's solution](#)

70.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Redcrow's solution](#)

71.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Redcrow's solution](#)

72.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Redcrow's solution](#)

73.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Redcrow's solution](#)

74.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrow's solution](#)

75.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Redcrow's solution](#)

76.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Redcrow's solution](#)

77.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,310 global accepts · Rating: 800 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Redcrow's solution](#)

78.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrow's solution](#)

79.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Redcrow's solution](#)

80.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Redcrow's solution](#)

81.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Redcrow's solution](#)

82.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Redcrow's solution](#)

83.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Redcrow's solution](#)

- 84.**
1837B
[Comparison String](#) · [Tutorial](#)
Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Redcrow's solution](#)
- 85.**
1823B
[Sort with Step](#) · [Tutorial](#)
Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[Redcrow's solution](#)
- 86.**
1775A2
[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)
Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Redcrow's solution](#)
- 87.**
1779B
[MKnezh's ConstructiveForces Task](#) · [Tutorial](#)
Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Redcrow's solution](#)
- 88.**
1726A
[Mainak and Array](#) · [Tutorial](#)
Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Redcrow's solution](#)
- 89.**
1709B
[Also Try Minecraft](#) · [Tutorial](#)
Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
[Redcrow's solution](#)
- 90.**
1705B
[Mark the Dust Sweeper](#) · [Tutorial](#)
Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Redcrow's solution](#)
- 91.**
1699B
[Almost Ternary Matrix](#) · [Tutorial](#)
Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[Redcrow's solution](#)
- 92.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Redcrow's solution](#)
- 93.**
1697B
[Promo](#) · [Tutorial](#)
Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Redcrow's solution](#)
- 94.**
1675B
[Make It Increasing](#) · [Tutorial](#)
Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrown's solution](#)

95.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Redcrown's solution](#)

96.

1642B

[Power Walking](#) · [Tutorial](#)

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

[Redcrown's solution](#)

97.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Redcrown's solution](#)

98.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Redcrown's solution](#)

99.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

100.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrown's solution](#)

101.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Redcrown's solution](#)

102.

1782B

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

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

[Redcrown's solution](#)

103.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Redcrown's solution](#)

104.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Redcrown's solution](#)

105.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

106.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Redcrown's solution](#)

107.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Redcrown's solution](#)

108.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Redcrown's solution](#)

109.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Redcrown's solution](#)

110.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Redcrown's solution](#)

111.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Redcrown's solution](#)

112.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Redcrown's solution](#)

113.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Redcrown's solution](#)

114.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Redcrown's solution](#)

115.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Redcrown's solution](#)

116.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Redcrown's solution](#)

117.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Redcrown's solution](#)

118.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Redcrown's solution](#)

119.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Redcrown's solution](#)

120.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Redcrown's solution](#)

121.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Redcrown's solution](#)

122.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Redcrown's solution](#)

123.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Redcrown's solution](#)

124.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Redcrown's solution](#)

125.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Redcrown's solution](#)

126.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Redcrown's solution](#)

127.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Redcrown's solution](#)

128.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Redcrown's solution](#)

129.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Redcrown's solution](#)

130.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

131.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Redcrown's solution](#)

132.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Redcrown's solution](#)

133.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Redcrown's solution](#)

134.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Redcrown's solution](#)

135.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Redcrown's solution](#)

136.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Redcrown's solution](#)

137.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Redcrow's solution](#)

138.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrow's solution](#)

139.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Redcrow's solution](#)

140.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Redcrow's solution](#)

141.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Redcrow's solution](#)

142.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Redcrow's solution](#)

143.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Redcrow's solution](#)

144.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrow's solution](#)

145.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrow's solution](#)

146.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Redcrow's solution](#)

147.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Redcrow's solution](#)

148.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Redcrow's solution](#)

149.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Redcrow's solution](#)

150.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Redcrow's solution](#)

151.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Redcrow's solution](#)

152.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Redcrow's solution](#)

153.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Redcrow's solution](#)

154.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Redcrow's solution](#)

155.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Redcrow's solution](#)

156.

1816C

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

Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Redcrow's solution](#)

157.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[Redcrow's solution](#)

158.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Redcrow's solution](#)

159.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[Redcrow's solution](#)

160.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Redcrow's solution](#)

161.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[Redcrow's solution](#)

162.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Redcrow's solution](#)

163.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,152 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Redcrow's solution](#)

164.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[Redcrow's solution](#)

165.

1650D

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

Quality: 14,718 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Redcrow's solution](#)

166.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Redcrow's solution](#)

167.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[Redcrown's solution](#)

168.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Redcrown's solution](#)

169.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Redcrown's solution](#)

170.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Redcrown's solution](#)

171.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Redcrown's solution](#)

172.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Redcrown's solution](#)

173.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Redcrown's solution](#)

174.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Redcrown's solution](#)

175.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Redcrown's solution](#)

176.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Redcrown's solution](#)

177.

1696C

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

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

[Redcrown's solution](#)

178.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Redcrow's solution](#)

179.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Redcrow's solution](#)

180.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Redcrow's solution](#)

181.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Redcrow's solution](#)

182.

1684C

[Column Swapping](#) · [Tutorial](#)

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

[Redcrow's solution](#)

183.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Redcrow's solution](#)

184.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Redcrow's solution](#)

185.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Redcrow's solution](#)

186.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Redcrow's solution](#)

187.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Redcrown's solution](#)

188.

1711C

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

Quality: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Redcrown's solution](#)

189.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Redcrown's solution](#)

190.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Redcrown's solution](#)

191.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Redcrown's solution](#)

192.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Redcrown's solution](#)

193.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Redcrown's solution](#)

194.

1782C

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

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

[Redcrown's solution](#)

195.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Redcrown's solution](#)

196.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Redcrown's solution](#)

197.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Redcrown's solution](#)

198.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Redcrown's solution](#)

199.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Redcrown's solution](#)

200.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Redcrown's solution](#)

201.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Redcrown's solution](#)

202.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Redcrown's solution](#)

203.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Redcrown's solution](#)

204.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Redcrown's solution](#)

205.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Redcrown's solution](#)

206.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Redcrown's solution](#)

207.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Redcrown's solution](#)

208.

1779D

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

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

[Redcrow's solution](#)

209.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Redcrow's solution](#)

210.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Redcrow's solution](#)

211.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Redcrow's solution](#)

212.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Redcrow's solution](#)

213.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Redcrow's solution](#)

214.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Redcrow's solution](#)

215.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Redcrow's solution](#)

216.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Redcrow's solution](#)

217.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Redcrow's solution](#)

218.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Redcrow's solution](#)

219.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Redcrow's solution](#)

220.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Redcrow's solution](#)

221.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[Redcrow's solution](#)

222.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Redcrow's solution](#)

223.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Redcrow's solution](#)

224.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Redcrow's solution](#)

225.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Redcrow's solution](#)

226.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Redcrow's solution](#)

227.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Redcrown's solution](#)

228.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Redcrown's solution](#)

229.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Redcrown's solution](#)

230.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Redcrown's solution](#)

231.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Redcrown's solution](#)

232.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Redcrown's solution](#)

233.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Redcrown's solution](#)

234.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Redcrown's solution](#)

235.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Redcrown's solution](#)

236.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Redcrown's solution](#)

237.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Redcrown's solution](#)

238.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Redcrow's solution](#)

239.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Redcrow's solution](#)

240.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Redcrow's solution](#)

241.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Redcrow's solution](#)

242.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Redcrow's solution](#)

243.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Redcrow's solution](#)

244.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Redcrow's solution](#)

245.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Redcrow's solution](#)

246.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Redcrow's solution](#)

247.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Redcrow's solution](#)

248.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Redcrown's solution](#)

249.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Redcrown's solution](#)

250.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Redcrown's solution](#)

251.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Redcrown's solution](#)

252.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Redcrown's solution](#)

253.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Redcrown's solution](#)

254.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Redcrown's solution](#)

255.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Redcrown's solution](#)

256.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Redcrown's solution](#)

257.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Redcrow's solution](#)

258.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Redcrow's solution](#)

259.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Redcrow's solution](#)

260.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[Redcrow's solution](#)

261.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Redcrow's solution](#)

262.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Redcrow's solution](#)

263.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Redcrow's solution](#)

264.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Redcrow's solution](#)

265.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[Redcrow's solution](#)

266.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Redcrow's solution](#)

267.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Redcrow's solution](#)

268.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Redcrow's solution](#)

269.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Redcrow's solution](#)

270.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Redcrow's solution](#)

271.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Redcrow's solution](#)

272.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Redcrow's solution](#)

273.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Redcrow's solution](#)

274.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Redcrow's solution](#)

275.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Redcrow's solution](#)

276.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Redcrow's solution](#)

277.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Redcrow's solution](#)

278.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Redcrown's solution](#)

279.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Redcrown's solution](#)

280.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Redcrown's solution](#)

281.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Redcrown's solution](#)

282.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Redcrown's solution](#)

283.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[Redcrown's solution](#)

284.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Redcrown's solution](#)

285.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Redcrown's solution](#)

286.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Redcrown's solution](#)

287.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Redcrow's solution](#)

288.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Redcrow's solution](#)

289.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Redcrow's solution](#)

290.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Redcrow's solution](#)

291.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Redcrow's solution](#)

292.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Redcrow's solution](#)

293.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Redcrow's solution](#)

294.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Redcrow's solution](#)

295.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Redcrow's solution](#)

296.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Redcrow's solution](#)

297.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Redcrown's solution](#)

298.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Redcrown's solution](#)

299.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Redcrown's solution](#)

300.

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[Redcrown's solution](#)

301.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Redcrown's solution](#)

302.

1779E

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

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

[Redcrown's solution](#)

303.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Redcrown's solution](#)

304.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Redcrown's solution](#)

305.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Redcrown's solution](#)

306.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Redcrown's solution](#)

307.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Redcrown's solution](#)

308.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[Redcrown's solution](#)

309.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Redcrown's solution](#)

310.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[Redcrown's solution](#)

311.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Redcrown's solution](#)

312.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[Redcrown's solution](#)

313.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths
[Redcrown's solution](#)

314.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[Redcrown's solution](#)

315.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Redcrown's solution](#)

316.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

317.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Redcrown's solution](#)

318.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

319.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

320.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

321.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

322.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

323.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

324.

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

325.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

326.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

327.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

328.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Redcrown's solution](#)

329.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

330.

102798H

[Message Bomb](#) · Tutorial

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

331.

104725J

[WYovaYG•ù•Ñ€](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

332.

104725E

[IGNNPW](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

333.

104725H

[\[Wq&N2n8b](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

334.

104725G

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

335.

104725D

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

336.

104725B

[~ÈqNKj'](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

337.

104725L

[Q7b08b](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

338.

104725F

[g7n8G\[P^•R](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

339.

104725A

[u%4%2q\]eQ•N](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

340.

104725K

[RSP](#) · Tutorial

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

341.

104741J

[URleb](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

342.

104741D

[Rtos-b](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

343.

104741B

[\MV\h8b!](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

344.

104741L

[QDitchb!](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

345.

104741F

[eōtorial-P;](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

346.

104741E

[eōtorial-P;](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

347.

104741I

[g N+Gria](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

348.

104741C

[eTugōr](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

349.

104741A

[A+B Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

350.

104466K

[Kaldorian Knights · Tutorial](#)

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

[Redcrown's solution](#)

351.

104466F

[Freestyle Masonry · Tutorial](#)

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

[Redcrown's solution](#)

352.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

353.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

354.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

355.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

356.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

357.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

358.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

359.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

360.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

361.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

362.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

363.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

364.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

365.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

366.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

367.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

368.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

369.

103389H

[4G-C](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

370.

104369G

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

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

371.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

372.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

373.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

374.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

375.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

376.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

377.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

378.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

379.

104369A

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

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

380.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

381.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

382.

104345H

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

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

383.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

384.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

385.

104427F

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

Rating: — · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

386.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

387.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

388.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

389.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

390.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

391.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

392.

104397H

[Morning ECO, Evening EMO](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

393.

104397C

[Delivery Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

394.

103446J

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

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

395.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

396.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

397.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

398.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

399.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

400.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

401.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

402.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

403.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

404.

104128I

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

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

405.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

406.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

407.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

408.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

409.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

410.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

411.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

412.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

413.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

414.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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415.

104077F

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Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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416.

104077C

[Clone Ranran](#) · [Tutorial](#)

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417.

104077J

[Strange Sum](#) · [Tutorial](#)

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418.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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419.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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420.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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421.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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422.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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423.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

424.

104081J

[tXena](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

425.

104081L

[Tjwqha](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

426.

104081I

[Tjwqha](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

427.

104081F

[OMDai-CE](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Redcrown's solution](#)

428.

104081G

[cTubSa](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

429.

104081H

[DerryNKeA](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

430.

104081E

[w4v0Eal](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

431.

104081C

[mKtjfi](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

432.

104081A

[QIerjA](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

433.

104076D

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

Rating: — · first AC: 2022-11-27 · last AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

434.

103119L

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

Rating: — · first AC: 2022-11-22 · last AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: —

[Redcrown's solution](#)

435.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

436.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

437.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

438.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

439.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

440.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

441.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

442.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

443.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

444.

104059C

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

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

445.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

446.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

447.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

448.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

449.

104053L

[Station of Fate](#) · [Tutorial](#)

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450.

103860K

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Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

451.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

452.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

453.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

454.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

455.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

456.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

457.

103941I

[Oshwiciqwq v. Ushia](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

458.

103941D

[Mocha Nuts](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

459.

103941K

[YTOyep](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

460.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

461.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

462.

103941H

[Euler's](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

463.

103941F

[ATONKTC](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

464.

103941G

[Mocha N Ytsif](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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465.

103941E

[Serval v. OóSa](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

466.

103941A

[Mocha N Ytsif](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Redcrown's solution](#)

467.

102471G

[Happiness · Tutorial](#)

Rating: — · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

468.

102471H

[King · Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

469.

102471M

[Value · Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

470.

102471A

[City · Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

471.

102832J

[Abstract Painting · Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

472.

103960G

[Geometry of Triangles · Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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473.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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474.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

475.

102832D

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

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

476.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Redcrown's solution](#)

477.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Redcrown's solution](#)

478.

103428E

[CHASE!](#) · [Tutorial](#)

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[Redcrown's solution](#)

479.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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480.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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481.

103428M

[810975](#) · [Tutorial](#)

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482.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

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483.

103428D

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484.

103428J

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485.

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486.

101158J

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487.

102059E

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488.

103119B

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