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Unique solved — RedreamMer

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

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

Filters: none

Count: 1,474

1.

1975A

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Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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2.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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3.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

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4.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,617 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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5.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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6.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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7.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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8.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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9.

1698A

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Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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10.

1696A

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11.

1637A

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12.

1625A

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Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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13.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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14.

1612A

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15.

1602A

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16.

996A

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17.

678A

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18.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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19.

629A

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20.

1598A

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21.

1478A

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22.

1566B

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23.

1566A

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Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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24.

1093A

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25.

1550A

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26.

1554A

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27.

1542A

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28.

1538B

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29.

1538A

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30.

1526A

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31.

1519B

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32.

1519A

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33.

1514A

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34.

1509A

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35.

1511A

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36.

1176A

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37.

1501A

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38.

931A

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39.

1328A

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40.

1492A

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41.

1480A

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42.

1481A

[Space Navigation](#) · [Tutorial](#)

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43.

1472B

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44.

1472A

[Cards for Friends](#) · [Tutorial](#)

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45.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

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46.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation, math

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47.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

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48.

1454A

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49.

1443A

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50.

1367B

[Even Array](#) · [Tutorial](#)

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51.

1367A

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52.

1335A

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53.

1445A

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54.

1374A

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

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55.

1352A

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56.

1409A

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57.

1436A

[Reorder](#) · [Tutorial](#)

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58.

1437A

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59.

1421A

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60.

1433B

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61.

1433A

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62.

1343B

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63.

1030A

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64.

1400A

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65.

1092A

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66.

688A

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67.

1311A

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68.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: greedy, math

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69.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

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70.

1398B

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71.

1398A

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72.

822A

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73.

1370A

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74.

1391A

[Subarrays](#) · [Tutorial](#)

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75.

1399B

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Quality: 46,811 global accepts · Rating: 800 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: greedy

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76.

1399A

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77.

1388A

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78.

1389A

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79.

1325B

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Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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80.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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81.

1304A

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82.

236A

[Boy or Girl](#) · [Tutorial](#)

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83.

859A

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84.

148A

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85.

136A

[Presents](#) · [Tutorial](#)

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86.

112A

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87.

282A

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88.

746A

[Compute](#) · [Tutorial](#)

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89.

1162A

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90.

38A

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91.

34A

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92.

32B

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93.

32A

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94.

16A

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95.

14A

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96.

965A

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97.

9A

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98.

994A

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99.

427A

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100.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: implementation

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101.

344A

[Magnets](#) · [Tutorial](#)

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102.

510A

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103.

894A

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104.

339A

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105.

472A

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106.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

107.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,516 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

108.

977A

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

Quality: 217,506 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

109.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

110.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

111.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,493 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

112.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[RedreamMer's solution](#)

113.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

114.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

115.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,736 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

116.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: graphs

[RedreamMer's solution](#)

117.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[RedreamMer's solution](#)

118.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,236 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

119.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

120.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

121.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

122.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,093 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

123.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

124.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,243 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

125.

785A

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

Quality: 110,964 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

126.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

127.

758A

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

Quality: 75,309 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

128.

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[RedreamMer's solution](#)

129.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,552 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

130.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

131.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

132.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,105 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

133.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,624 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

134.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[RedreamMer's solution](#)

135.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

136.

546A

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

Quality: 235,225 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[RedreamMer's solution](#)

137.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,541 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

138.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,566 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

139.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

140.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,018 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

141.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,754 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

142.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,036 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

143.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[RedreamMer's solution](#)

144.

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,669 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

145.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

146.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

147.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,304 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: strings

[RedreamMer's solution](#)

148.

61A

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

Quality: 136,214 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

149.

59A

[Word](#) · [Tutorial](#)

Quality: 227,960 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

150.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

151.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

152.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,468 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

153.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

154.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,931 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

155.

1696B

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

Quality: 36,331 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

156.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[RedreamMer's solution](#)

157.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedreamMer's solution](#)

158.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

159.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[RedreamMer's solution](#)

160.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[RedreamMer's solution](#)

161.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

162.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[RedreamMer's solution](#)

163.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,259 global accepts · Rating: 900 · first AC: 2021-03-05 · last AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[RedreamMer's solution](#)

164.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,830 global accepts · Rating: 900 · first AC: 2021-03-05 · last AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

165.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

166.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

167.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

168.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

169.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

170.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

171.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

172.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[RedreamMer's solution](#)

173.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

174.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: implementation, number theory

[RedreamMer's solution](#)

175.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

176.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,683 global accepts · Rating: 900 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: games

[RedreamMer's solution](#)

177.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RedreamMer's solution](#)

178.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[RedreamMer's solution](#)

179.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

180.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

181.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,119 global accepts · Rating: 900 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

182.

48A

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

Quality: 7,292 global accepts · Rating: 900 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation, schedules

[RedreamMer's solution](#)

183.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

184.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

185.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

186.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[RedreamMer's solution](#)

187.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, geometry

[RedreamMer's solution](#)

188.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,770 global accepts · Rating: 900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: number theory

[RedreamMer's solution](#)

189.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

190.

580A

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

Quality: 104,695 global accepts · Rating: 900 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[RedreamMer's solution](#)

191.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

192.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

193.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[RedreamMer's solution](#)

194.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

195.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

196.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

197.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,574 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

198.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

199.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[RedreamMer's solution](#)

200.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,014 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

201.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

202.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[RedreamMer's solution](#)

203.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[RedreamMer's solution](#)

204.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[RedreamMer's solution](#)

205.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,033 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[RedreamMer's solution](#)

206.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

207.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

208.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[RedreamMer's solution](#)

209.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[RedreamMer's solution](#)

210.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

211.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[RedreamMer's solution](#)

212.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: greedy, strings

[RedreamMer's solution](#)

213.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

214.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,852 global accepts · Rating: 1000 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

215.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: implementation, number theory

[RedreamMer's solution](#)

216.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

217.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

218.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

219.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,691 global accepts · Rating: 1000 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: sortings

[RedreamMer's solution](#)

220.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

221.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: dp, math

[RedreamMer's solution](#)

222.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

223.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,382 global accepts · Rating: 1000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

224.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

225.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,001 global accepts · Rating: 1000 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy, strings

[RedreamMer's solution](#)

226.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: implementation, sortings

[RedreamMer's solution](#)

227.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,247 global accepts · Rating: 1000 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

228.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: strings

[RedreamMer's solution](#)

229.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-06-08 · last AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

230.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

231.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

232.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

233.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,936 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: bitmasks

[RedreamMer's solution](#)

234.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,285 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

235.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2019-06-08 · last AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

236.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

237.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,448 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

238.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

239.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[RedreamMer's solution](#)

240.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-01 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

241.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[RedreamMer's solution](#)

242.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[RedreamMer's solution](#)

243.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[RedreamMer's solution](#)

244.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[RedreamMer's solution](#)

245.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

246.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RedreamMer's solution](#)

247.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[RedreamMer's solution](#)

248.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[RedreamMer's solution](#)

249.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: greedy

[RedreamMer's solution](#)

250.

1511C

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

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[RedreamMer's solution](#)

251.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[RedreamMer's solution](#)

252.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2021-03-26 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

253.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[RedreamMer's solution](#)

254.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[RedreamMer's solution](#)

255.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dp, graphs

[RedreamMer's solution](#)

256.

1335C

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

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[RedreamMer's solution](#)

257.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[RedreamMer's solution](#)

258.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-27 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[RedreamMer's solution](#)

259.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[RedreamMer's solution](#)

260.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

261.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

262.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[RedreamMer's solution](#)

263.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[RedreamMer's solution](#)

264.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[RedreamMer's solution](#)

265.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: brute force, strings

[RedreamMer's solution](#)

266.

1395B

[Bobniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

267.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

268.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

269.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[RedreamMer's solution](#)

270.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedreamMer's solution](#)

271.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation, number theory

[RedreamMer's solution](#)

272.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math

[RedreamMer's solution](#)

273.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

274.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[RedreamMer's solution](#)

275.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[RedreamMer's solution](#)

276.

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-10-04 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[RedreamMer's solution](#)

277.

1641A

[Great Sequence](#) · [Tutorial](#)

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

greedy, sortings

[RedreamMer's solution](#)

278.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

279.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[RedreamMer's solution](#)

280.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[RedreamMer's solution](#)

281.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[RedreamMer's solution](#)

282.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,940 global accepts · Rating: 1200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[RedreamMer's solution](#)

283.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[RedreamMer's solution](#)

284.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,084 global accepts · Rating: 1200 · first AC: 2021-03-09 · last AC: 2021-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

285.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[RedreamMer's solution](#)

286.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

287.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[RedreamMer's solution](#)

288.

1352C

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

Quality: 69,778 global accepts · Rating: 1200 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: binary search, math

[RedreamMer's solution](#)

289.

1352B

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

Quality: 44,825 global accepts · Rating: 1200 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

290.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedreamMer's solution](#)

291.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[RedreamMer's solution](#)

292.

1343C

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

Quality: 44,077 global accepts · Rating: 1200 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[RedreamMer's solution](#)

293.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

294.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

295.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedreamMer's solution](#)

296.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[RedreamMer's solution](#)

297.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

298.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

299.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

300.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

301.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[RedreamMer's solution](#)

302.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

303.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: —

[RedreamMer's solution](#)

304.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[RedreamMer's solution](#)

305.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[RedreamMer's solution](#)

306.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[RedreamMer's solution](#)

307.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[RedreamMer's solution](#)

308.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, dp, greedy

[RedreamMer's solution](#)

309.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RedreamMer's solution](#)

310.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[RedreamMer's solution](#)

311.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[RedreamMer's solution](#)

312.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

313.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[RedreamMer's solution](#)

314.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[RedreamMer's solution](#)

315.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[RedreamMer's solution](#)

316.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[RedreamMer's solution](#)

317.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[RedreamMer's solution](#)

318.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: implementation, strings

[RedreamMer's solution](#)

319.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RedreamMer's solution](#)

320.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-03-09 · last AC: 2021-03-09 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[RedreamMer's solution](#)

321.

1454D

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

Quality: 22,154 global accepts · Rating: 1300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[RedreamMer's solution](#)

322.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-11-21 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

323.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[RedreamMer's solution](#)

324.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[RedreamMer's solution](#)

325.

1352D

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

Quality: 29,857 global accepts · Rating: 1300 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

326.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,853 global accepts · Rating: 1300 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

327.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

328.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[RedreamMer's solution](#)

329.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

330.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[RedreamMer's solution](#)

331.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[RedreamMer's solution](#)

332.

450B

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

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

333.

36A

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

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

334.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[RedreamMer's solution](#)

335.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy

[RedreamMer's solution](#)

336.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

337.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

338.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[RedreamMer's solution](#)

339.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

340.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-09-08 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[RedreamMer's solution](#)

341.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-02 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

342.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RedreamMer's solution](#)

343.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

344.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RedreamMer's solution](#)

345.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

346.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RedreamMer's solution](#)

347.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[RedreamMer's solution](#)

348.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[RedreamMer's solution](#)

349.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, math, number theory

[RedreamMer's solution](#)

350.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2021-04-30 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[RedreamMer's solution](#)

351.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[RedreamMer's solution](#)

352.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1400 · first AC: 2021-03-05 · last AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[RedreamMer's solution](#)

353.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[RedreamMer's solution](#)

354.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[RedreamMer's solution](#)

355.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[RedreamMer's solution](#)

356.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,095 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[RedreamMer's solution](#)

357.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[RedreamMer's solution](#)

358.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-27 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[RedreamMer's solution](#)

359.

803A

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

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

360.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[RedreamMer's solution](#)

361.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[RedreamMer's solution](#)

362.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[RedreamMer's solution](#)

363.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,094 global accepts · Rating: 1400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[RedreamMer's solution](#)

364.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,187 global accepts · Rating: 1400 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[RedreamMer's solution](#)

365.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[RedreamMer's solution](#)

366.

401C

[Team](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1400 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[RedreamMer's solution](#)

367.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RedreamMer's solution](#)

368.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force

[RedreamMer's solution](#)

369.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[RedreamMer's solution](#)

370.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RedreamMer's solution](#)

371.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

372.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,876 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RedreamMer's solution](#)

373.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[RedreamMer's solution](#)

374.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

375.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[RedreamMer's solution](#)

376.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[RedreamMer's solution](#)

377.

1542B

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

Quality: 26,539 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[RedreamMer's solution](#)

378.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[RedreamMer's solution](#)

379.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[RedreamMer's solution](#)

380.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[RedreamMer's solution](#)

381.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedreamMer's solution](#)

382.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

383.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,963 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[RedreamMer's solution](#)

384.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,140 global accepts · Rating: 1500 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[RedreamMer's solution](#)

385.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[RedreamMer's solution](#)

386.

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-08-27 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[RedreamMer's solution](#)

387.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1500 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

388.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[RedreamMer's solution](#)

389.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[RedreamMer's solution](#)

390.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[RedreamMer's solution](#)

391.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[RedreamMer's solution](#)

392.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: greedy

[RedreamMer's solution](#)

393.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[RedreamMer's solution](#)

394.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[RedreamMer's solution](#)

395.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[RedreamMer's solution](#)

396.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[RedreamMer's solution](#)

397.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[RedreamMer's solution](#)

398.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RedreamMer's solution](#)

399.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dp, math, matrices

[RedreamMer's solution](#)

400.

742B

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

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RedreamMer's solution](#)

401.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: greedy

[RedreamMer's solution](#)

402.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1500 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

403.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[RedreamMer's solution](#)

404.

1801A

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

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-11 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[RedreamMer's solution](#)

405.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

406.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[RedreamMer's solution](#)

407.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[RedreamMer's solution](#)

408.

1698D

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

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[RedreamMer's solution](#)

409.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[RedreamMer's solution](#)

410.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

411.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RedreamMer's solution](#)

412.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

413.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,466 global accepts · Rating: 1600 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[RedreamMer's solution](#)

414.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[RedreamMer's solution](#)

415.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[RedreamMer's solution](#)

416.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[RedreamMer's solution](#)

417.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[RedreamMer's solution](#)

418.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

419.

1526C2

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

Quality: 29,740 global accepts · Rating: 1600 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

420.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[RedreamMer's solution](#)

421.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[RedreamMer's solution](#)

422.

1514C

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

Quality: 18,292 global accepts · Rating: 1600 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy, number theory

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423.

1511D

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424.

1475E

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425.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

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426.

817C

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Quality: 8,485 global accepts · Rating: 1600 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

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427.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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428.

1352G

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429.

1036D

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Quality: 10,628 global accepts · Rating: 1600 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: greedy, two pointers

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430.

1288C

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Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

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431.

1398C

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Quality: 36,625 global accepts · Rating: 1600 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: data structures, dp, math

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432.

1395C

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Quality: 15,210 global accepts · Rating: 1600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

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433.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: binary search, number theory

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434.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RedreamMer's solution](#)

435.

682C

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Quality: 8,083 global accepts · Rating: 1600 · first AC: 2020-04-08 · last AC: 2020-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[RedreamMer's solution](#)

436.

780C

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

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

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437.

735D

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Quality: 15,748 global accepts · Rating: 1600 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

438.

23B

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Quality: 3,861 global accepts · Rating: 1600 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

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439.

1975D

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Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[RedreamMer's solution](#)

440.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-28 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[RedreamMer's solution](#)

441.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[RedreamMer's solution](#)

442.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[RedreamMer's solution](#)

443.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

444.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

445.

1586C

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

Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[RedreamMer's solution](#)

446.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

447.

1598D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[RedreamMer's solution](#)

448.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

449.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[RedreamMer's solution](#)

450.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[RedreamMer's solution](#)

451.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

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452.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[RedreamMer's solution](#)

453.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[RedreamMer's solution](#)

454.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[RedreamMer's solution](#)

455.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[RedreamMer's solution](#)

456.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[RedreamMer's solution](#)

457.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[RedreamMer's solution](#)

458.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[RedreamMer's solution](#)

459.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[RedreamMer's solution](#)

460.

1480C

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

Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[RedreamMer's solution](#)

461.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[RedreamMer's solution](#)

462.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[RedreamMer's solution](#)

463.

484A

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Quality: 13,398 global accepts · Rating: 1700 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[RedreamMer's solution](#)

464.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: games, greedy, math

[RedreamMer's solution](#)

465.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[RedreamMer's solution](#)

466.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[RedreamMer's solution](#)

467.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[RedreamMer's solution](#)

468.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[RedreamMer's solution](#)

469.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

470.

1000C

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Quality: 8,439 global accepts · Rating: 1700 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[RedreamMer's solution](#)

471.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: dp, implementation

[RedreamMer's solution](#)

472.

518D

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Quality: 8,170 global accepts · Rating: 1700 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[RedreamMer's solution](#)

473.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy

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474.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[RedreamMer's solution](#)

475.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2020-07-23 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[RedreamMer's solution](#)

476.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: math, number theory

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477.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[RedreamMer's solution](#)

478.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: *special

[RedreamMer's solution](#)

479.

20A

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

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: implementation

[RedreamMer's solution](#)

480.

1912K

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Quality: 4,205 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

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481.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[RedreamMer's solution](#)

482.

1801B

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Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-11 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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483.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

484.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

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485.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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486.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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487.

847C

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Quality: 2,589 global accepts · Rating: 1800 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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488.

847K

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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489.

847E

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Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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490.

1586D

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Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[RedreamMer's solution](#)

491.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

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492.

300C

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Quality: 11,759 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

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493.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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494.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

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495.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[RedreamMer's solution](#)

496.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[RedreamMer's solution](#)

497.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[RedreamMer's solution](#)

498.

1556D

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Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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499.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[RedreamMer's solution](#)

500.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[RedreamMer's solution](#)

501.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[RedreamMer's solution](#)

502.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

503.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[RedreamMer's solution](#)

504.

1509C

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

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: dp, greedy

[RedreamMer's solution](#)

505.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2021-03-26 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[RedreamMer's solution](#)

506.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-03-05 · last AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[RedreamMer's solution](#)

507.

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[RedreamMer's solution](#)

508.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,812 global accepts · Rating: 1800 · first AC: 2020-11-21 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[RedreamMer's solution](#)

509.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[RedreamMer's solution](#)

510.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-10-21 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[RedreamMer's solution](#)

511.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

512.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[RedreamMer's solution](#)

513.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[RedreamMer's solution](#)

514.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[RedreamMer's solution](#)

515.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[RedreamMer's solution](#)

516.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

517.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[RedreamMer's solution](#)

518.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[RedreamMer's solution](#)

519.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, graphs

[RedreamMer's solution](#)

520.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

521.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: number theory

[RedreamMer's solution](#)

522.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[RedreamMer's solution](#)

523.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[RedreamMer's solution](#)

524.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RedreamMer's solution](#)

525.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

526.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[RedreamMer's solution](#)

527.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[RedreamMer's solution](#)

528.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[RedreamMer's solution](#)

529.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[RedreamMer's solution](#)

530.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-11 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[RedreamMer's solution](#)

531.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[RedreamMer's solution](#)

532.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[RedreamMer's solution](#)

533.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[RedreamMer's solution](#)

534.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[RedreamMer's solution](#)

535.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[RedreamMer's solution](#)

536.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[RedreamMer's solution](#)

537.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[RedreamMer's solution](#)

538.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[RedreamMer's solution](#)

539.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[RedreamMer's solution](#)

540.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[RedreamMer's solution](#)

541.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[RedreamMer's solution](#)

542.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[RedreamMer's solution](#)

543.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

544.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[RedreamMer's solution](#)

545.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[RedreamMer's solution](#)

546.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[RedreamMer's solution](#)

547.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[RedreamMer's solution](#)

548.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[RedreamMer's solution](#)

549.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[RedreamMer's solution](#)

550.

1153D

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

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[RedreamMer's solution](#)

551.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

552.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[RedreamMer's solution](#)

553.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[RedreamMer's solution](#)

554.

1509D

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

Rating: 1900 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[RedreamMer's solution](#)

555.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[RedreamMer's solution](#)

556.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[RedreamMer's solution](#)

557.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[RedreamMer's solution](#)

558.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[RedreamMer's solution](#)

559.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[RedreamMer's solution](#)

560.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[RedreamMer's solution](#)

561.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[RedreamMer's solution](#)

562.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[RedreamMer's solution](#)

563.

57C

[Array](#) · [Tutorial](#)

Quality: 4,007 global accepts · Rating: 1900 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

564.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[RedreamMer's solution](#)

565.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[RedreamMer's solution](#)

566.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-11-21 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[RedreamMer's solution](#)

567.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[RedreamMer's solution](#)

568.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[RedreamMer's solution](#)

569.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 1900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[RedreamMer's solution](#)

570.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[RedreamMer's solution](#)

571.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[RedreamMer's solution](#)

572.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

573.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[RedreamMer's solution](#)

574.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[RedreamMer's solution](#)

575.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, dp

[RedreamMer's solution](#)

576.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: greedy, math

[RedreamMer's solution](#)

577.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

578.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: binary search, greedy

[RedreamMer's solution](#)

579.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2020-10-08 · last AC: 2020-10-08 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

580.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[RedreamMer's solution](#)

581.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,843 global accepts · Rating: 1900 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[RedreamMer's solution](#)

582.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

583.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[RedreamMer's solution](#)

584.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2020-08-11 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu,

graphs, sortings

[RedreamMer's solution](#)

585.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,498 global accepts · Rating: 1900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[RedreamMer's solution](#)

586.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[RedreamMer's solution](#)

587.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[RedreamMer's solution](#)

588.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[RedreamMer's solution](#)

589.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[RedreamMer's solution](#)

590.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[RedreamMer's solution](#)

591.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[RedreamMer's solution](#)

592.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[RedreamMer's solution](#)

593.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[RedreamMer's solution](#)

594.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: *special

[RedreamMer's solution](#)

595.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

596.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[RedreamMer's solution](#)

597.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

598.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[RedreamMer's solution](#)

599.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[RedreamMer's solution](#)

600.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[RedreamMer's solution](#)

601.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

602.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[RedreamMer's solution](#)

603.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[RedreamMer's solution](#)

604.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, sortings

[RedreamMer's solution](#)

605.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[RedreamMer's solution](#)

606.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[RedreamMer's solution](#)

607.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[RedreamMer's solution](#)

608.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

609.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[RedreamMer's solution](#)

610.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[RedreamMer's solution](#)

611.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[RedreamMer's solution](#)

612.

432D

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

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[RedreamMer's solution](#)

613.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[RedreamMer's solution](#)

614.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[RedreamMer's solution](#)

615.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[RedreamMer's solution](#)

616.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, probabilities

[RedreamMer's solution](#)

617.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RedreamMer's solution](#)

618.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

619.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

620.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RedreamMer's solution](#)

621.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[RedreamMer's solution](#)

622.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[RedreamMer's solution](#)

623.

522D

[Closest Equals](#) · [Tutorial](#)

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624.

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954G

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723.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[RedreamMer's solution](#)

724.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[RedreamMer's solution](#)

725.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[RedreamMer's solution](#)

726.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

727.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RedreamMer's solution](#)

728.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[RedreamMer's solution](#)

729.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: dp, math

[RedreamMer's solution](#)

730.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[RedreamMer's solution](#)

731.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-30 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[RedreamMer's solution](#)

732.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, strings

[RedreamMer's solution](#)

733.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[RedreamMer's solution](#)

734.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

735.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[RedreamMer's solution](#)

736.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[RedreamMer's solution](#)

737.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[RedreamMer's solution](#)

738.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[RedreamMer's solution](#)

739.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[RedreamMer's solution](#)

740.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[RedreamMer's solution](#)

741.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

742.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[RedreamMer's solution](#)

743.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, math

[RedreamMer's solution](#)

744.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[RedreamMer's solution](#)

745.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[RedreamMer's solution](#)

746.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[RedreamMer's solution](#)

747.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[RedreamMer's solution](#)

748.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[RedreamMer's solution](#)

749.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-04 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[RedreamMer's solution](#)

750.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[RedreamMer's solution](#)

751.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

752.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[RedreamMer's solution](#)

753.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[RedreamMer's solution](#)

754.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[RedreamMer's solution](#)

755.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

756.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[RedreamMer's solution](#)

757.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[RedreamMer's solution](#)

758.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[RedreamMer's solution](#)

759.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[RedreamMer's solution](#)

760.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[RedreamMer's solution](#)

761.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RedreamMer's solution](#)

762.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[RedreamMer's solution](#)

763.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

764.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

765.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[RedreamMer's solution](#)

766.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[RedreamMer's solution](#)

767.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[RedreamMer's solution](#)

768.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[RedreamMer's solution](#)

769.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

770.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[RedreamMer's solution](#)

771.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[RedreamMer's solution](#)

772.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[RedreamMer's solution](#)

773.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, shortest paths

[RedreamMer's solution](#)

774.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[RedreamMer's solution](#)

775.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[RedreamMer's solution](#)

776.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, sortings, trees

[RedreamMer's solution](#)

777.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[RedreamMer's solution](#)

778.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[RedreamMer's solution](#)

779.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[RedreamMer's solution](#)

780.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[RedreamMer's solution](#)

781.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[RedreamMer's solution](#)

782.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

783.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, strings

[RedreamMer's solution](#)

784.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[RedreamMer's solution](#)

785.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[RedreamMer's solution](#)

786.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[RedreamMer's solution](#)

787.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[RedreamMer's solution](#)

788.

1468A

[LaS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[RedreamMer's solution](#)

789.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[RedreamMer's solution](#)

790.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[RedreamMer's solution](#)

791.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[RedreamMer's solution](#)

792.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

793.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[RedreamMer's solution](#)

794.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[RedreamMer's solution](#)

795.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[RedreamMer's solution](#)

796.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[RedreamMer's solution](#)

797.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[RedreamMer's solution](#)

798.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[RedreamMer's solution](#)

799.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[RedreamMer's solution](#)

800.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[RedreamMer's solution](#)

801.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[RedreamMer's solution](#)

802.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RedreamMer's solution](#)

803.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[RedreamMer's solution](#)

804.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[RedreamMer's solution](#)

805.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[RedreamMer's solution](#)

806.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[RedreamMer's solution](#)

807.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[RedreamMer's solution](#)

808.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

809.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[RedreamMer's solution](#)

810.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[RedreamMer's solution](#)

811.

617E

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

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2020-08-20 · last AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

812.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: dp, games

[RedreamMer's solution](#)

813.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

814.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedreamMer's solution](#)

815.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[RedreamMer's solution](#)

816.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[RedreamMer's solution](#)

817.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

818.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[RedreamMer's solution](#)

819.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, probabilities

[RedreamMer's solution](#)

820.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[RedreamMer's solution](#)

821.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

822.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[RedreamMer's solution](#)

823.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

824.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[RedreamMer's solution](#)

825.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[RedreamMer's solution](#)

826.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · last AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[RedreamMer's solution](#)

827.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[RedreamMer's solution](#)

828.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[RedreamMer's solution](#)

829.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[RedreamMer's solution](#)

830.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[RedreamMer's solution](#)

831.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[RedreamMer's solution](#)

832.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

833.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

834.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[RedreamMer's solution](#)

835.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[RedreamMer's solution](#)

836.

1698E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[RedreamMer's solution](#)

837.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[RedreamMer's solution](#)

838.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[RedreamMer's solution](#)

839.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[RedreamMer's solution](#)

840.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[RedreamMer's solution](#)

841.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[RedreamMer's solution](#)

842.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[RedreamMer's solution](#)

843.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[RedreamMer's solution](#)

844.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RedreamMer's solution](#)

845.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[RedreamMer's solution](#)

846.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

847.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RedreamMer's solution](#)

848.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[RedreamMer's solution](#)

849.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[RedreamMer's solution](#)

850.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math,

probabilities

[RedreamMer's solution](#)

851.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[RedreamMer's solution](#)

852.

1093G

[Multidimensional Queries · Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[RedreamMer's solution](#)

853.

629E

[Famil Door and Roads · Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[RedreamMer's solution](#)

854.

985F

[Isomorphic Strings · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[RedreamMer's solution](#)

855.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[RedreamMer's solution](#)

856.

708C

[Centroids · Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2020-10-02 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[RedreamMer's solution](#)

857.

85D

[Sum of Medians · Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[RedreamMer's solution](#)

858.

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, math

[RedreamMer's solution](#)

859.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

860.

149E

[Martian Strings · Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[RedreamMer's solution](#)

861.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[RedreamMer's solution](#)

862.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[RedreamMer's solution](#)

863.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[RedreamMer's solution](#)

864.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[RedreamMer's solution](#)

865.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

866.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[RedreamMer's solution](#)

867.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2021-04-15 · last AC: 2021-04-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[RedreamMer's solution](#)

868.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[RedreamMer's solution](#)

869.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[RedreamMer's solution](#)

870.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[RedreamMer's solution](#)

871.

438D

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

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, math

[RedreamMer's solution](#)

872.

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

873.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math, matrices

[RedreamMer's solution](#)

874.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[RedreamMer's solution](#)

875.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-10-10 · last AC: 2020-10-10 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

876.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

877.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[RedreamMer's solution](#)

878.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[RedreamMer's solution](#)

879.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[RedreamMer's solution](#)

880.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[RedreamMer's solution](#)

881.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-03-19 · last AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[RedreamMer's solution](#)

882.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[RedreamMer's solution](#)

883.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[RedreamMer's solution](#)

884.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[RedreamMer's solution](#)

885.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2024-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings
[RedreamMer's solution](#)

886.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[RedreamMer's solution](#)

887.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[RedreamMer's solution](#)

888.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-19 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[RedreamMer's solution](#)

889.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[RedreamMer's solution](#)

890.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[RedreamMer's solution](#)

891.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[RedreamMer's solution](#)

892.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-09-09 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[RedreamMer's solution](#)

893.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[RedreamMer's solution](#)

894.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[RedreamMer's solution](#)

895.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RedreamMer's solution](#)

896.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-18 · last AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[RedreamMer's solution](#)

897.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[RedreamMer's solution](#)

898.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[RedreamMer's solution](#)

899.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[RedreamMer's solution](#)

900.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[RedreamMer's solution](#)

901.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[RedreamMer's solution](#)

902.

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[RedreamMer's solution](#)

903.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[RedreamMer's solution](#)

904.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedreamMer's solution](#)

905.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[RedreamMer's solution](#)

906.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RedreamMer's solution](#)

907.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

908.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[RedreamMer's solution](#)

909.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[RedreamMer's solution](#)

910.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[RedreamMer's solution](#)

911.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[RedreamMer's solution](#)

912.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[RedreamMer's solution](#)

913.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[RedreamMer's solution](#)

914.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

915.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[RedreamMer's solution](#)

916.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[RedreamMer's solution](#)

917.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[RedreamMer's solution](#)

918.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedreamMer's solution](#)

919.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[RedreamMer's solution](#)

920.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[RedreamMer's solution](#)

921.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[RedreamMer's solution](#)

922.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[RedreamMer's solution](#)

923.

1114F

[Please, another Queries on Array? · Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[RedreamMer's solution](#)

924.

31E

[TV Game · Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

925.

1093E

[Intersection of Permutations · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

926.

1093F

[Vasya and Array · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

927.

653E

[Bear and Forgotten Tree 2 · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[RedreamMer's solution](#)

928.

914E

[Palindromes in a Tree · Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[RedreamMer's solution](#)

929.

1098C

[Construct a tree · Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[RedreamMer's solution](#)

930.

939F

[Cutlet · Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

931.

164C

[Machine Programming · Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[RedreamMer's solution](#)

932.

441E

[Valera and Number · Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[RedreamMer's solution](#)

933.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[RedreamMer's solution](#)

934.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[RedreamMer's solution](#)

935.

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

936.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[RedreamMer's solution](#)

937.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

938.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[RedreamMer's solution](#)

939.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[RedreamMer's solution](#)

940.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[RedreamMer's solution](#)

941.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

942.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[RedreamMer's solution](#)

943.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[RedreamMer's solution](#)

944.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[RedreamMer's solution](#)

945.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

946.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[RedreamMer's solution](#)

947.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

948.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: dp

[RedreamMer's solution](#)

949.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[RedreamMer's solution](#)

950.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[RedreamMer's solution](#)

951.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[RedreamMer's solution](#)

952.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, dsu

[RedreamMer's solution](#)

953.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[RedreamMer's solution](#)

954.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

955.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[RedreamMer's solution](#)

956.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[RedreamMer's solution](#)

957.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[RedreamMer's solution](#)

958.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[RedreamMer's solution](#)

959.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[RedreamMer's solution](#)

960.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[RedreamMer's solution](#)

961.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2020-11-06 · last AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[RedreamMer's solution](#)

962.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[RedreamMer's solution](#)

963.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

964.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[RedreamMer's solution](#)

965.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[RedreamMer's solution](#)

966.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[RedreamMer's solution](#)

967.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[RedreamMer's solution](#)

968.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[RedreamMer's solution](#)

969.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[RedreamMer's solution](#)

970.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[RedreamMer's solution](#)

971.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

972.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

973.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[RedreamMer's solution](#)

974.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[RedreamMer's solution](#)

975.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[RedreamMer's solution](#)

976.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[RedreamMer's solution](#)

977.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[RedreamMer's solution](#)

978.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

979.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[RedreamMer's solution](#)

980.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[RedreamMer's solution](#)

981.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[RedreamMer's solution](#)

982.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[RedreamMer's solution](#)

983.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[RedreamMer's solution](#)

984.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[RedreamMer's solution](#)

985.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[RedreamMer's solution](#)

986.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[RedreamMer's solution](#)

987.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[RedreamMer's solution](#)

988.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[RedreamMer's solution](#)

989.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[RedreamMer's solution](#)

990.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[RedreamMer's solution](#)

991.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[RedreamMer's solution](#)

992.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[RedreamMer's solution](#)

993.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp,

implementation

[RedreamMer's solution](#)

994.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[RedreamMer's solution](#)

995.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[RedreamMer's solution](#)

996.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[RedreamMer's solution](#)

997.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[RedreamMer's solution](#)

998.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[RedreamMer's solution](#)

999.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[RedreamMer's solution](#)

1000.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[RedreamMer's solution](#)

1001.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[RedreamMer's solution](#)

1002.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[RedreamMer's solution](#)

1003.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[RedreamMer's solution](#)

1004.

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[RedreamMer's solution](#)

1005.

1508C

[Complete the MST · Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[RedreamMer's solution](#)

1006.

1583F

[Defender of Childhood Dreams · Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[RedreamMer's solution](#)

1007.

1017F

[The Neutral Zone · Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[RedreamMer's solution](#)

1008.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[RedreamMer's solution](#)

1009.

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[RedreamMer's solution](#)

1010.

442C

[Artem and Array · Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

1011.

1137C

[Museums Tour · Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[RedreamMer's solution](#)

1012.

468C

[Hack it! · Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[RedreamMer's solution](#)

1013.

1117G

[Recursive Queries · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1014.

992E

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

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[RedreamMer's solution](#)

1015.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

1016.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[RedreamMer's solution](#)

1017.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[RedreamMer's solution](#)

1018.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[RedreamMer's solution](#)

1019.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[RedreamMer's solution](#)

1020.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[RedreamMer's solution](#)

1021.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[RedreamMer's solution](#)

1022.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[RedreamMer's solution](#)

1023.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[RedreamMer's solution](#)

1024.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[RedreamMer's solution](#)

1025.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[RedreamMer's solution](#)

1026.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[RedreamMer's solution](#)

1027.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[RedreamMer's solution](#)

1028.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[RedreamMer's solution](#)

1029.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: data structures, probabilities

[RedreamMer's solution](#)

1030.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[RedreamMer's solution](#)

1031.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

1032.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[RedreamMer's solution](#)

1033.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1034.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2021-03-18 · last AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[RedreamMer's solution](#)

1035.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[RedreamMer's solution](#)

1036.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[RedreamMer's solution](#)

1037.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[RedreamMer's solution](#)

1038.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dp, matrices

[RedreamMer's solution](#)

1039.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[RedreamMer's solution](#)

1040.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

1041.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[RedreamMer's solution](#)

1042.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[RedreamMer's solution](#)

1043.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[RedreamMer's solution](#)

1044.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[RedreamMer's solution](#)

1045.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[RedreamMer's solution](#)

1046.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[RedreamMer's solution](#)

1047.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[RedreamMer's solution](#)

1048.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RedreamMer's solution](#)

1049.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

1050.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[RedreamMer's solution](#)

1051.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RedreamMer's solution](#)

1052.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

1053.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[RedreamMer's solution](#)

1054.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[RedreamMer's solution](#)

1055.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[RedreamMer's solution](#)

1056.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[RedreamMer's solution](#)

1057.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[RedreamMer's solution](#)

1058.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[RedreamMer's solution](#)

1059.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[RedreamMer's solution](#)

1060.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[RedreamMer's solution](#)

1061.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[RedreamMer's solution](#)

1062.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

1063.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2021-11-16 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

1064.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, divide and conquer, dp, fft, math

[RedreamMer's solution](#)

1065.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[RedreamMer's solution](#)

1066.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[RedreamMer's solution](#)

1067.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[RedreamMer's solution](#)

1068.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedreamMer's solution](#)

1069.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RedreamMer's solution](#)

1070.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[RedreamMer's solution](#)

1071.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[RedreamMer's solution](#)

1072.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[RedreamMer's solution](#)

1073.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

1074.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

1075.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[RedreamMer's solution](#)

1076.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[RedreamMer's solution](#)

1077.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

1078.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1079.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RedreamMer's solution](#)

1080.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[RedreamMer's solution](#)

1081.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

1082.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[RedreamMer's solution](#)

1083.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[RedreamMer's solution](#)

1084.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[RedreamMer's solution](#)

1085.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[RedreamMer's solution](#)

1086.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[RedreamMer's solution](#)

1087.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

1088.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[RedreamMer's solution](#)

1089.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-04-22 · last AC: 2021-04-22 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[RedreamMer's solution](#)

1090.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[RedreamMer's solution](#)

1091.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[RedreamMer's solution](#)

1092.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: geometry, number theory

[RedreamMer's solution](#)

1093.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[RedreamMer's solution](#)

1094.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[RedreamMer's solution](#)

1095.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[RedreamMer's solution](#)

1096.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

1097.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures

[RedreamMer's solution](#)

1098.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[RedreamMer's solution](#)

1099.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[RedreamMer's solution](#)

1100.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[RedreamMer's solution](#)

1101.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[RedreamMer's solution](#)

1102.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[RedreamMer's solution](#)

1103.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[RedreamMer's solution](#)

1104.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[RedreamMer's solution](#)

1105.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[RedreamMer's solution](#)

1106.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,317 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[RedreamMer's solution](#)

1107.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RedreamMer's solution](#)

1108.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[RedreamMer's solution](#)

1109.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1110.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[RedreamMer's solution](#)

1111.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[RedreamMer's solution](#)

1112.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[RedreamMer's solution](#)

1113.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[RedreamMer's solution](#)

1114.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[RedreamMer's solution](#)

1115.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[RedreamMer's solution](#)

1116.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[RedreamMer's solution](#)

1117.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[RedreamMer's solution](#)

1118.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[RedreamMer's solution](#)

1119.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[RedreamMer's solution](#)

1120.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[RedreamMer's solution](#)

1121.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[RedreamMer's solution](#)

1122.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[RedreamMer's solution](#)

1123.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[RedreamMer's solution](#)

1124.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[RedreamMer's solution](#)

1125.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[RedreamMer's solution](#)

1126.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[RedreamMer's solution](#)

1127.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[RedreamMer's solution](#)

1128.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[RedreamMer's solution](#)

1129.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[RedreamMer's solution](#)

1130.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[RedreamMer's solution](#)

1131.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[RedreamMer's solution](#)

1132.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[RedreamMer's solution](#)

1133.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-10 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[RedreamMer's solution](#)

1134.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[RedreamMer's solution](#)

1135.

1600B

[Mars](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1136.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1137.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[RedreamMer's solution](#)

1138.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[RedreamMer's solution](#)

1139.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1140.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[RedreamMer's solution](#)

1141.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[RedreamMer's solution](#)

1142.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[RedreamMer's solution](#)

1143.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-30 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[RedreamMer's solution](#)

1144.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[RedreamMer's solution](#)

1145.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

1146.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, number theory

[RedreamMer's solution](#)

1147.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[RedreamMer's solution](#)

1148.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[RedreamMer's solution](#)

1149.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[RedreamMer's solution](#)

1150.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[RedreamMer's solution](#)

1151.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

1152.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[RedreamMer's solution](#)

1153.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

1154.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-09 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[RedreamMer's solution](#)

1155.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[RedreamMer's solution](#)

1156.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[RedreamMer's solution](#)

1157.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-11 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[RedreamMer's solution](#)

1158.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RedreamMer's solution](#)

1159.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[RedreamMer's solution](#)

1160.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[RedreamMer's solution](#)

1161.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[RedreamMer's solution](#)

1162.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[RedreamMer's solution](#)

1163.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[RedreamMer's solution](#)

1164.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[RedreamMer's solution](#)

1165.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[RedreamMer's solution](#)

1166.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees

[RedreamMer's solution](#)

1167.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[RedreamMer's solution](#)

1168.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[RedreamMer's solution](#)

1169.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[RedreamMer's solution](#)

1170.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[RedreamMer's solution](#)

1171.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[RedreamMer's solution](#)

1172.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RedreamMer's solution](#)

1173.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[RedreamMer's solution](#)

1174.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[RedreamMer's solution](#)

1175.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[RedreamMer's solution](#)

1176.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[RedreamMer's solution](#)

1177.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[RedreamMer's solution](#)

1178.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: greedy

[RedreamMer's solution](#)

1179.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[RedreamMer's solution](#)

1180.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

1181.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, implementation

[RedreamMer's solution](#)

1182.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[RedreamMer's solution](#)

1183.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[RedreamMer's solution](#)

1184.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[RedreamMer's solution](#)

1185.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[RedreamMer's solution](#)

1186.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[RedreamMer's solution](#)

1187.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[RedreamMer's solution](#)

1188.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[RedreamMer's solution](#)

1189.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-03-26 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[RedreamMer's solution](#)

1190.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[RedreamMer's solution](#)

1191.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

1192.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[RedreamMer's solution](#)

1193.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[RedreamMer's solution](#)

1194.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[RedreamMer's solution](#)

1195.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[RedreamMer's solution](#)

1196.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[RedreamMer's solution](#)

1197.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1198.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

math, number theory

[RedreamMer's solution](#)

1199.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[RedreamMer's solution](#)

1200.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: flows

[RedreamMer's solution](#)

1201.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[RedreamMer's solution](#)

1202.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[RedreamMer's solution](#)

1203.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[RedreamMer's solution](#)

1204.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[RedreamMer's solution](#)

1205.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[RedreamMer's solution](#)

1206.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2021-07-29 · last AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

1207.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-04-26 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[RedreamMer's solution](#)

1208.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[RedreamMer's solution](#)

1209.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[RedreamMer's solution](#)

1210.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[RedreamMer's solution](#)

1211.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[RedreamMer's solution](#)

1212.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[RedreamMer's solution](#)

1213.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[RedreamMer's solution](#)

1214.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[RedreamMer's solution](#)

1215.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[RedreamMer's solution](#)

1216.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[RedreamMer's solution](#)

1217.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-10 · last AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[RedreamMer's solution](#)

1218.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[RedreamMer's solution](#)

1219.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[RedreamMer's solution](#)

1220.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[RedreamMer's solution](#)

1221.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[RedreamMer's solution](#)

1222.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[RedreamMer's solution](#)

1223.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[RedreamMer's solution](#)

1224.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RedreamMer's solution](#)

1225.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[RedreamMer's solution](#)

1226.

461E

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

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, shortest paths, strings

[RedreamMer's solution](#)

1227.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RedreamMer's solution](#)

1228.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[RedreamMer's solution](#)

1229.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[RedreamMer's solution](#)

1230.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[RedreamMer's solution](#)

1231.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[RedreamMer's solution](#)

1232.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[RedreamMer's solution](#)

1233.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[RedreamMer's solution](#)

1234.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, trees

[RedreamMer's solution](#)

1235.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[RedreamMer's solution](#)

1236.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[RedreamMer's solution](#)

1237.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[RedreamMer's solution](#)

1238.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

1239.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-12-09 · last AC: 2025-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

divide and conquer, fft, number theory

[RedreamMer's solution](#)

1240.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[RedreamMer's solution](#)

1241.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[RedreamMer's solution](#)

1242.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[RedreamMer's solution](#)

1243.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[RedreamMer's solution](#)

1244.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[RedreamMer's solution](#)

1245.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 3100 · first AC: 2024-02-21 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[RedreamMer's solution](#)

1246.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[RedreamMer's solution](#)

1247.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[RedreamMer's solution](#)

1248.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[RedreamMer's solution](#)

1249.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RedreamMer's solution](#)

1250.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[RedreamMer's solution](#)

1251.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[RedreamMer's solution](#)

1252.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1253.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[RedreamMer's solution](#)

1254.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[RedreamMer's solution](#)

1255.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[RedreamMer's solution](#)

1256.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp, math

[RedreamMer's solution](#)

1257.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[RedreamMer's solution](#)

1258.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, interactive

[RedreamMer's solution](#)

1259.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[RedreamMer's solution](#)

1260.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[RedreamMer's solution](#)

1261.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: flows

[RedreamMer's solution](#)

1262.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[RedreamMer's solution](#)

1263.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[RedreamMer's solution](#)

1264.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[RedreamMer's solution](#)

1265.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[RedreamMer's solution](#)

1266.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings

[RedreamMer's solution](#)

1267.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[RedreamMer's solution](#)

1268.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[RedreamMer's solution](#)

1269.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[RedreamMer's solution](#)

1270.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: data structures

[RedreamMer's solution](#)

1271.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[RedreamMer's solution](#)

1272.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[RedreamMer's solution](#)

1273.

983D

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

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1274.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1275.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[RedreamMer's solution](#)

1276.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1277.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[RedreamMer's solution](#)

1278.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[RedreamMer's solution](#)

1279.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[RedreamMer's solution](#)

1280.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[RedreamMer's solution](#)

1281.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[RedreamMer's solution](#)

1282.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-12-23 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[RedreamMer's solution](#)

1283.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, trees

[RedreamMer's solution](#)

1284.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[RedreamMer's solution](#)

1285.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[RedreamMer's solution](#)

1286.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[RedreamMer's solution](#)

1287.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[RedreamMer's solution](#)

1288.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[RedreamMer's solution](#)

1289.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[RedreamMer's solution](#)

1290.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[RedreamMer's solution](#)

1291.

101808D

[Simplified 2048](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1292.

101808H

[Shahhoud the Chief Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1293.

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1294.

101808L

[V--o\\$\ \\$o--V](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1295.

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1296.

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1297.

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1298.

101808K

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

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1299.

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1300.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1301.

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1302.

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[RedreamMer's solution](#)

1303.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[RedreamMer's solution](#)

1304.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, games

[RedreamMer's solution](#)

1305.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[RedreamMer's solution](#)

1306.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1307.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1308.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1309.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1310.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1311.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1312.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1313.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1314.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1315.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1316.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1317.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1318.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1319.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1320.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1321.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1322.

103119L

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

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1323.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1324.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1325.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1326.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1327.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1328.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1329.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1330.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1331.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1332.

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1333.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1334.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1335.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1336.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1337.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1338.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1339.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1340.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1341.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1342.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1343.

104053C

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

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1344.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1345.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1346.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1347.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1348.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1349.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1350.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1351.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1352.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1353.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1354.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1355.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1356.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1357.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1358.

103102I

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

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1359.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1360.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1361.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1362.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1363.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1364.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1365.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1366.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1367.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1368.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1369.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1370.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1371.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[RedreamMer's solution](#)

1372.

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1373.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[RedreamMer's solution](#)

1374.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1375.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1376.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1377.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1378.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1379.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1380.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1381.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1382.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1383.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1384.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1385.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

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

[RedreamMer's solution](#)

1386.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1387.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1388.

101630A

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

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1389.

101630C

[Connections](#) · [Tutorial](#)

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

[RedreamMer's solution](#)

1390.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1391.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1392.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1393.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1394.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1395.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1396.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1397.

103443D

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

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1398.

103443B

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

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1399.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1400.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1401.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1402.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1403.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1404.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1405.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1406.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1407.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1408.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1409.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1410.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1411.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1412.

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1413.

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1414.

102862A

[Two Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1415.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1416.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1417.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1418.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1419.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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102862D

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1424.

103185C

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1425.

103185E

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1426.

103185L

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1427.

103185N

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1428.

103185D

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1429.

103446B

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1430.

103186K

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1431.

103186B

[A. V. Sarl n8b](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1432.

103186D

[Zztrans v. Jisq qq](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1433.

103186J

[Alice and Bob-1 · Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1434.

103186H

[ž!Tāv,Ališ~šv](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1435.

103186E

[Zztrans v.,TjVl](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1436.

103186G

[ž!Tāv,alŌPĭ](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1437.

103186C

[\ A·Vjgga!€ Ō](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1438.

103186A

[\ A·Vjgga!b°](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1439.

103448B

[bb S»TUBXl](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1440.

103448A

[f«SaN ·MOFCl](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1441.

103478I

[v©SaN NURCP -Æ←](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1442.

103478G

[Serval v.,TjpfX](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1443.

103478F

[\)TŌYsf«Sav,,«Pu](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1444.

103478E

[g Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1445.

103478D

[N Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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1446.

103478C

[Popcount Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1447.

103478B

[Serval v. Toya](#) · [Thg ^h](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1448.

103478A

[v@SaN N Codes](#) · [forces](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1449.

103446M

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1450.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1451.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1452.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1453.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1454.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1455.

103446J

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1456.

103446D

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1457.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[RedreamMer's solution](#)

1458.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1459.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1460.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1461.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1462.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1463.

103081K

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

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1464.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1465.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1466.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1467.

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[RedreamMer's solution](#)

1468.

101002H

[Jewel Thief](#) · [Tutorial](#)

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

[RedreamMer's solution](#)

1469.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[RedreamMer's solution](#)

1470.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: —

[RedreamMer's solution](#)

1471.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: *special

[RedreamMer's solution](#)

1472.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[RedreamMer's solution](#)

1473.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: *special, brute force

[RedreamMer's solution](#)

1474.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: —

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