

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

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# Unique solved — Renatyss

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

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

Filters: none

Count: 903

1.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Renatyss's solution](#)

2.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Renatyss's solution](#)

3.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

4.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Renatyss's solution](#)

5.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Renatyss's solution](#)

6.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

7.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Renatyss's solution](#)

8.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Renatyss's solution](#)

9.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Renatyss's solution](#)

**10.**

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**11.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**12.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**13.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Renatyss's solution](#)

**14.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Renatyss's solution](#)

**15.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Renatyss's solution](#)

**16.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**17.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**18.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**19.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**20.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**21.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Renatyss's solution](#)

**22.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Renatyss's solution](#)

**23.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Renatyss's solution](#)

**24.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)

**25.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory  
[Renatyss's solution](#)

**26.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Renatyss's solution](#)

**27.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[Renatyss's solution](#)

**28.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Renatyss's solution](#)

**29.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Renatyss's solution](#)

**30.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)

**31.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)

**32.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**33.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**34.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**35.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Renatyss's solution](#)

**36.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**37.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**38.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Renatyss's solution](#)

**39.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Renatyss's solution](#)

**40.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Renatyss's solution](#)

**41.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**42.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Renatyss's solution](#)

- 43.**  
1209A  
[Paint the Numbers](#) · [Tutorial](#)  
Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Renatyss's solution](#)
- 44.**  
1206A  
[Choose Two Numbers](#) · [Tutorial](#)  
Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Renatyss's solution](#)
- 45.**  
1207A  
[There Are Two Types Of Burgers](#) · [Tutorial](#)  
Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Renatyss's solution](#)
- 46.**  
1200A  
[Hotelier](#) · [Tutorial](#)  
Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[Renatyss's solution](#)
- 47.**  
832A  
[Sasha and Sticks](#) · [Tutorial](#)  
Quality: 22,148 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[Renatyss's solution](#)
- 48.**  
1185A  
[Ropewalkers](#) · [Tutorial](#)  
Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)
- 49.**  
1196A  
[Three Piles of Candies](#) · [Tutorial](#)  
Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Renatyss's solution](#)
- 50.**  
1178A  
[Prime Minister](#) · [Tutorial](#)  
Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy  
[Renatyss's solution](#)
- 51.**  
1194A  
[Remove a Progression](#) · [Tutorial](#)  
Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)
- 52.**  
1191A  
[Tokitsukaze and Enhancement](#) · [Tutorial](#)  
Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Renatyss's solution](#)
- 53.**  
1189A  
[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Renatyss's solution](#)

**54.**

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**55.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**56.**

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Renatyss's solution](#)

**57.**

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**58.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**59.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**60.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**61.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · Python 3 (first AC) · Tags: implementation

[Renatyss's solution](#)

**62.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**63.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**64.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**65.**

1354A

[Alarm Clock](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**66.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**67.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**68.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**69.**

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Renatyss's solution](#)

**70.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Renatyss's solution](#)

**71.**

1330A

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

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

[Renatyss's solution](#)

**72.**

1326B

[Maximums](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**73.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Renatyss's solution](#)

**74.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Renatyss's solution](#)

**75.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**76.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**77.**

1279A

[New Year Garland](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**78.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**79.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,623 global accepts · Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Renatyss's solution](#)

**80.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**81.**

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Renatyss's solution](#)

**82.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-27 · Python 3 (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**83.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**84.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**85.**

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Renatyss's solution](#)

**86.**

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**87.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**88.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**89.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**90.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Renatyss's solution](#)

**91.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**92.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**93.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Renatyss's solution](#)

**94.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**95.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Renatyss's solution](#)

**96.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Renatyss's solution](#)

**97.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**98.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Renatyss's solution](#)

**99.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**100.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Renatyss's solution](#)

**101.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Renatyss's solution](#)

**102.**

1266B

[Dice Tower](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**103.**

1266A

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

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

[Renatyss's solution](#)

**104.**

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**105.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**106.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**107.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**108.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**109.**

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**110.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**111.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**112.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**113.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Renatyss's solution](#)

**114.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Renatyss's solution](#)

**115.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-27 · Python 3 (first AC) · Tags: math

[Renatyss's solution](#)

**116.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**117.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Renatyss's solution](#)

**118.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**119.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**120.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Renatyss's solution](#)

**121.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**122.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**123.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Renatyss's solution](#)

**124.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Renatyss's solution](#)

**125.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Renatyss's solution](#)

**126.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · Python 3 (first AC) · Tags: math

[Renatyss's solution](#)

**127.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Renatyss's solution](#)

**128.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Renatyss's solution](#)

**129.**

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Renatyss's solution](#)

**130.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Renatyss's solution](#)

**131.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Renatyss's solution](#)

**132.**

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Renatyss's solution](#)

**133.**

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Renatyss's solution](#)

**134.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**135.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Renatyss's solution](#)

**136.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Renatyss's solution](#)

**137.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Renatyss's solution](#)

**138.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**139.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**140.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**141.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**142.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Renatyss's solution](#)

**143.**

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Renatyss's solution](#)

**144.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**145.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · Python 3 (first AC) · Tags: brute force, greedy, math, number theory

[Renatyss's solution](#)

**146.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Renatyss's solution](#)

**147.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Renatyss's solution](#)

**148.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Renatyss's solution](#)

**149.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**150.**

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Renatyss's solution](#)

**151.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**152.**

1433D

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

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Renatyss's solution](#)

**153.**

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[Renatyss's solution](#)

**154.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Renatyss's solution](#)

**155.**

1354B

[Ternary String](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**156.**

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Renatyss's solution](#)

**157.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Renatyss's solution](#)

**158.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Renatyss's solution](#)

**159.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Renatyss's solution](#)

**160.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Renatyss's solution](#)

**161.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[Renatyss's solution](#)

**162.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[Renatyss's solution](#)

**163.**

1270B

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

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

**164.**

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[Renatyss's solution](#)

**165.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Renatyss's solution](#)

**166.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[Renatyss's solution](#)

**167.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[Renatyss's solution](#)

**168.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[Renatyss's solution](#)

**169.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Renatyss's solution](#)

**170.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Renatyss's solution](#)

**171.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Renatyss's solution](#)

**172.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Renatyss's solution](#)

**173.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**174.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Renatyss's solution](#)

**175.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Renatyss's solution](#)

**176.**

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**177.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Renatyss's solution](#)

**178.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**179.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Renatyss's solution](#)

**180.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Renatyss's solution](#)

**181.**

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**182.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Renatyss's solution](#)

**183.**

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Renatyss's solution](#)

**184.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Renatyss's solution](#)

**185.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**186.**

1341B

[Nastya and Door](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**187.**

1326C

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

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

[Renatyss's solution](#)

**188.**

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Renatyss's solution](#)

**189.**

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**190.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Renatyss's solution](#)

**191.**

1279B

[Verse For Santa](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**192.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Renatyss's solution](#)

**193.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**194.**

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Renatyss's solution](#)

**195.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Renatyss's solution](#)

**196.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Renatyss's solution](#)

**197.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Renatyss's solution](#)

**198.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Renatyss's solution](#)

**199.**

872C

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

Rating: 1300 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Renatyss's solution](#)

**200.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Renatyss's solution](#)

**201.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**202.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Renatyss's solution](#)

**203.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Renatyss's solution](#)

**204.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**205.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[Renatyss's solution](#)

**206.**

1178C

[Tiles](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**207.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**208.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**209.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Renatyss's solution](#)

**210.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Renatyss's solution](#)

**211.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Renatyss's solution](#)

**212.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Renatyss's solution](#)

**213.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Renatyss's solution](#)

**214.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Renatyss's solution](#)

**215.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Renatyss's solution](#)

**216.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Renatyss's solution](#)

**217.**

1330B

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

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

[Renatyss's solution](#)

**218.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Renatyss's solution](#)

**219.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Renatyss's solution](#)

**220.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Renatyss's solution](#)

**221.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Renatyss's solution](#)

**222.**

1270C

[Make Good](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**223.**

1279C

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

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

[Renatyss's solution](#)

**224.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Renatyss's solution](#)

**225.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**226.**

1259C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Renatyss's solution](#)

**227.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**228.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Renatyss's solution](#)

**229.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**230.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Renatyss's solution](#)

**231.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**232.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**233.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**234.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Renatyss's solution](#)

**235.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Renatyss's solution](#)

**236.**

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Renatyss's solution](#)

**237.**

1191C

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

Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**238.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Renatyss's solution](#)

**239.**

1183D

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

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Renatyss's solution](#)

**240.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Renatyss's solution](#)

**241.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Renatyss's solution](#)

**242.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**243.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Renatyss's solution](#)

**244.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Renatyss's solution](#)

**245.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**246.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Renatyss's solution](#)

**247.**

103994I

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

Rating: 1500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**248.**

1575J

[Jeopardy of Dropped Balls · Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Renatyss's solution](#)

**249.**

1486B

[Eastern Exhibition · Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Renatyss's solution](#)

**250.**

1487C

[Minimum Ties · Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Renatyss's solution](#)

**251.**

1487D

[Pythagorean Triples · Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Renatyss's solution](#)

**252.**

1426D

[Non-zero Segments · Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Renatyss's solution](#)

**253.**

1399D

[Binary String To Subsequences · Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Renatyss's solution](#)

**254.**

1352F

[Binary String Reconstruction · Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Renatyss's solution](#)

**255.**

1352E

[Special Elements · Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Renatyss's solution](#)

**256.**

1341C

[Nastya and Strange Generator · Tutorial](#)

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

[Renatyss's solution](#)

**257.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[Renatyss's solution](#)

**258.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Renatyss's solution](#)

**259.**

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Renatyss's solution](#)

**260.**

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Renatyss's solution](#)

**261.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Renatyss's solution](#)

**262.**

1300C

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

Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**263.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Renatyss's solution](#)

**264.**

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Renatyss's solution](#)

**265.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**266.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**267.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Renatyss's solution](#)

**268.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Renatyss's solution](#)

**269.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Renatyss's solution](#)

**270.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Renatyss's solution](#)

**271.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**272.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Renatyss's solution](#)

**273.**

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**274.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Renatyss's solution](#)

**275.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Renatyss's solution](#)

**276.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Renatyss's solution](#)

**277.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Renatyss's solution](#)

**278.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**279.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Renatyss's solution](#)

**280.**

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Renatyss's solution](#)

**281.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Renatyss's solution](#)

**282.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-22 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Renatyss's solution](#)

**283.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**284.**

1180C

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

Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Renatyss's solution](#)

**285.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Renatyss's solution](#)

**286.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Renatyss's solution](#)

**287.**

103994D

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

Rating: 1600 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**288.**

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Renatyss's solution](#)

**289.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Renatyss's solution](#)

**290.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Renatyss's solution](#)

**291.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Renatyss's solution](#)

**292.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Renatyss's solution](#)

**293.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Renatyss's solution](#)

**294.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**295.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Renatyss's solution](#)

**296.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Renatyss's solution](#)

**297.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**298.**

1337C

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

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Renatyss's solution](#)

**299.**

1305C

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

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

[Renatyss's solution](#)

### 300.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Renatyss's solution](#)

### 301.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Renatyss's solution](#)

### 302.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Renatyss's solution](#)

### 303.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Renatyss's solution](#)

### 304.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Renatyss's solution](#)

### 305.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Renatyss's solution](#)

### 306.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Renatyss's solution](#)

### 307.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Renatyss's solution](#)

### 308.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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### 309.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**310.**

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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**311.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**312.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**313.**

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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**314.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

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**315.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

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**316.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**317.**

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

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**318.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

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**319.**

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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**320.**

1472E

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

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**321.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**322.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Renatyss's solution](#)

**323.**

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

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**324.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Renatyss's solution](#)

**325.**

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Renatyss's solution](#)

**326.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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**327.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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**328.**

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

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**329.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

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**330.**

1146C

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Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

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**331.**

1333C

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

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

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**332.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

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**333.**

1324E

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**334.**

1312D

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[Renatyss's solution](#)

**335.**

1321D

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

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**336.**

1315D

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Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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**337.**

1301C

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Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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**338.**

1295B

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

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[Renatyss's solution](#)

**339.**

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-20 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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**340.**

1281C

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Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**341.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Renatyss's solution](#)

**342.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

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1260C

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**344.**

1227C

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**345.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

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**346.**

1253D

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**347.**

1257D

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**348.**

1256C

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**349.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

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**350.**

1237C1

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**351.**

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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**352.**

1217C

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**353.**

1203D2

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Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

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**354.**

1185D

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**355.**

1185C2

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**356.**

1144F

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**357.**

963A

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**358.**

1575D

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**359.**

1395D

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**360.**

1388C

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**361.**

1367D

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**362.**

983B

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**363.**

663A

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[Renatyss's solution](#)

**364.**

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

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**365.**

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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**366.**

1187C

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**367.**

1330C

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

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

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**368.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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**369.**

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

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**370.**

1324F

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**371.**

1063B

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Quality: 9,253 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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**372.**

1316C

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**373.**

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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**374.**

1296E1

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**375.**

1291D

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**376.**

1287D

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**377.**

1287C

[Garland](#) · [Tutorial](#)

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**378.**

1283E

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1283D

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**380.**

1281D

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Rating: 1800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**381.**

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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**382.**

1227D2

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

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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**383.**

1255E1

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Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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**384.**

1225D

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Quality: 10,041 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

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**385.**

1244D

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[Renatyss's solution](#)

**386.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Renatyss's solution](#)

**387.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**388.**

1186C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**389.**

1624G

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Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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**390.**

1512F

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Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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**391.**

1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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**392.**

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Renatyss's solution](#)

**393.**

1367E

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Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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**394.**

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Renatyss's solution](#)

**395.**

1354D

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Quality: 10,169 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Renatyss's solution](#)

**396.**

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Renatyss's solution](#)

**397.**

14D

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Quality: 5,283 global accepts · Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Renatyss's solution](#)

**398.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Renatyss's solution](#)

**399.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[Renatyss's solution](#)

**400.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Renatyss's solution](#)

**401.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Renatyss's solution](#)

**402.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

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**403.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Renatyss's solution](#)

**404.**

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**405.**

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Renatyss's solution](#)

**406.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Renatyss's solution](#)

**407.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Renatyss's solution](#)

**408.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Renatyss's solution](#)

**409.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Renatyss's solution](#)

**410.**

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Renatyss's solution](#)

**411.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Renatyss's solution](#)

**412.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Renatyss's solution](#)

**413.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Renatyss's solution](#)

**414.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Renatyss's solution](#)

**415.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Renatyss's solution](#)

**416.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Renatyss's solution](#)

**417.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Renatyss's solution](#)

**418.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Renatyss's solution](#)

**419.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Renatyss's solution](#)

**420.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Renatyss's solution](#)

**421.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Renatyss's solution](#)

**422.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Renatyss's solution](#)

**423.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Renatyss's solution](#)

**424.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Renatyss's solution](#)

**425.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Renatyss's solution](#)

**426.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Renatyss's solution](#)

**427.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Renatyss's solution](#)

**428.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Renatyss's solution](#)

**429.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Renatyss's solution](#)

**430.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Renatyss's solution](#)

**431.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Renatyss's solution](#)

**432.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Renatyss's solution](#)

**433.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Renatyss's solution](#)

**434.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Renatyss's solution](#)

**435.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Renatyss's solution](#)

**436.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Renatyss's solution](#)

**437.**

1142B

[Lynrd Skynrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Renatyss's solution](#)

**438.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Renatyss's solution](#)

**439.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Renatyss's solution](#)

**440.**

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Renatyss's solution](#)

**441.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**442.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Renatyss's solution](#)

**443.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Renatyss's solution](#)

**444.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Renatyss's solution](#)

**445.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Renatyss's solution](#)

**446.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Renatyss's solution](#)

**447.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Renatyss's solution](#)

**448.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Renatyss's solution](#)

**449.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Renatyss's solution](#)

**450.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Renatyss's solution](#)

**451.**

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Renatyss's solution](#)

**452.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Renatyss's solution](#)

**453.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Renatyss's solution](#)

**454.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Renatyss's solution](#)

**455.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Renatyss's solution](#)

**456.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Renatyss's solution](#)

**457.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Renatyss's solution](#)

**458.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Renatyss's solution](#)

**459.**

1433G

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

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Renatyss's solution](#)

**460.**

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Renatyss's solution](#)

**461.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Renatyss's solution](#)

**462.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Renatyss's solution](#)

**463.**

1121F

[Compress String](#) · [Tutorial](#)

Quality: 2100 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Renatyss's solution](#)

**464.**

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, greedy, trees

[Renatyss's solution](#)

**465.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Renatyss's solution](#)

**466.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Renatyss's solution](#)

**467.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Renatyss's solution](#)

**468.**

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Renatyss's solution](#)

**469.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Renatyss's solution](#)

**470.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Renatyss's solution](#)

**471.**

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Renatyss's solution](#)

**472.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Renatyss's solution](#)

**473.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Renatyss's solution](#)

**474.**

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[Renatyss's solution](#)

**475.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Renatyss's solution](#)

**476.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Renatyss's solution](#)

**477.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Renatyss's solution](#)

**478.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Renatyss's solution](#)

**479.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Renatyss's solution](#)

**480.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Renatyss's solution](#)

**481.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Renatyss's solution](#)

**482.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Renatyss's solution](#)

**483.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Renatyss's solution](#)

**484.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Renatyss's solution](#)

**485.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Renatyss's solution](#)

**486.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Renatyss's solution](#)

**487.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Renatyss's solution](#)

**488.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Renatyss's solution](#)

**489.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Renatyss's solution](#)

**490.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Renatyss's solution](#)

**491.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Renatyss's solution](#)

**492.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Renatyss's solution](#)

**493.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Renatyss's solution](#)

**494.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Renatyss's solution](#)

**495.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Renatyss's solution](#)

**496.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Renatyss's solution](#)

**497.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Renatyss's solution](#)

**498.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Renatyss's solution](#)

**499.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Renatyss's solution](#)

**500.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Renatyss's solution](#)

**501.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Renatyss's solution](#)

**502.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Renatyss's solution](#)

**503.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Renatyss's solution](#)

#### 504.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Renatyss's solution](#)

#### 505.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Renatyss's solution](#)

#### 506.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Renatyss's solution](#)

#### 507.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Renatyss's solution](#)

#### 508.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Renatyss's solution](#)

#### 509.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Renatyss's solution](#)

#### 510.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Renatyss's solution](#)

#### 511.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Renatyss's solution](#)

#### 512.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Renatyss's solution](#)

#### 513.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**514.**

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Renatyss's solution](#)

**515.**

1403A

[The Potion of Great Power · Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Renatyss's solution](#)

**516.**

1494E

[A-Z Graph · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Renatyss's solution](#)

**517.**

1442C

[Graph Transpositions · Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Renatyss's solution](#)

**518.**

1401F

[Reverse and Swap · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Renatyss's solution](#)

**519.**

1304F2

[Animal Observation \(hard version\) · Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Renatyss's solution](#)

**520.**

1059E

[Split the Tree · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Renatyss's solution](#)

**521.**

1370F1

[The Hidden Pair \(Easy Version\) · Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Renatyss's solution](#)

**522.**

1358E

[Are You Fired? · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Renatyss's solution](#)

**523.**

1343F

[Restore the Permutation by Sorted Segments · Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Renatyss's solution](#)

**524.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Renatyss's solution](#)

**525.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Renatyss's solution](#)

**526.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Renatyss's solution](#)

**527.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Renatyss's solution](#)

**528.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Renatyss's solution](#)

**529.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Renatyss's solution](#)

**530.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Renatyss's solution](#)

**531.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Renatyss's solution](#)

**532.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Renatyss's solution](#)

**533.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Renatyss's solution](#)

**534.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Renatyss's solution](#)

**535.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Renatyss's solution](#)

**536.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Renatyss's solution](#)

**537.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Renatyss's solution](#)

**538.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Renatyss's solution](#)

**539.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Renatyss's solution](#)

**540.**

103994L

[N Machines](#) · [Tutorial](#)

Rating: 3300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**541.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**542.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**543.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**544.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**545.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**546.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**547.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**548.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**549.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**550.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**551.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**552.**

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**553.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**554.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**555.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**556.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**557.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**558.**

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**559.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**560.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**561.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**562.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**563.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**564.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**565.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**566.**

102411D

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

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**567.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**568.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**569.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**570.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**571.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**572.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**573.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**574.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**575.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Renatyss's solution](#)

**576.**

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Renatyss's solution](#)

**577.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Renatyss's solution](#)

**578.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Renatyss's solution](#)

**579.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Renatyss's solution](#)

**580.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Renatyss's solution](#)

**581.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Renatyss's solution](#)

**582.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Renatyss's solution](#)

**583.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Renatyss's solution](#)

**584.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Renatyss's solution](#)

**585.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Renatyss's solution](#)

**586.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Renatyss's solution](#)

**587.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**588.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**589.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**590.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**591.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**592.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**593.**

104012B

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

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**594.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**595.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**596.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**597.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**598.**

103994A

[BD00f1d,,8C\\$0Dò AD\\$>Cò:C](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**599.**

103994H

[A TO ECÔ: C€](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**600.**

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**601.**

103994K

[AÔ5D BC,,@D49](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**602.**

103994J

[A@D&kCäCC4>C`LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**603.**

103994B

[A`QDjic, GD\\$5CÔ8CR BD ;Cä2C,,9](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**604.**

103994E

[B`UCÄisD BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**605.**

103931F

[Forest of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**606.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**607.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**608.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**609.**

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**610.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**611.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**612.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**613.**

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**614.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**615.**

103931E

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

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**616.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**617.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**618.**

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**619.**

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**620.**

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**621.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**622.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**623.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**624.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**625.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**626.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**627.**

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**628.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**629.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**630.**

103371K

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

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**631.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**632.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**633.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**634.**

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**635.**

103729C

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

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**636.**

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**637.**

103729J

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

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**638.**

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**639.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**640.**

103729B

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

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**641.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**642.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**643.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**644.**

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**645.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**646.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**647.**

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · last AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**648.**

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**649.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**650.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**651.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**652.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**653.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**654.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**655.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**656.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**657.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**658.**

101630A

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

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**659.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**660.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**661.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**662.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**663.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**664.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**665.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**666.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**667.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**668.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**669.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**670.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**671.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**672.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**673.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**674.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**675.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**676.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**677.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**678.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**679.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**680.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**681.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**682.**

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**683.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**684.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**685.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**686.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**687.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**688.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**689.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**690.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**691.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**692.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**693.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**694.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**695.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**696.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**697.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**698.**

103369F

[Difficult mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**699.**

103369C

[A67C00D" =C 4 Cä7CT@Cä<](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**700.**

103369E

[Aä=0f00f=-C#CD A Cö> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**701.**

103369D

[Aä7D\\$8CÄ0C`LCÖ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**702.**

103369I

[B\\$0D44CÖ0Dò 7C 4C GC](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**703.**

103369J

[AD5D\\$A0#80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**704.**

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**705.**

103369B

[B4C,6D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Renatyss's solution](#)

**706.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**707.**

103102I

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

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**708.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**709.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**710.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**711.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**712.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**713.**

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**714.**

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**715.**

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**716.**

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**717.**

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**718.**

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**719.**

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**720.**

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**721.**

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**722.**

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**723.**

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**724.**

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**725.**

101193I

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**726.**

101193G

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101193E

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**728.**

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**729.**

101193A

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**730.**

101193H

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**731.**

102562B

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**732.**

102562K

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Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**733.**

102562G

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Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**734.**

102562F

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Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**735.**

102562I

[Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**736.**

102562D

[Cupidus the Cupidon](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**737.**

102562H

[Long Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**738.**

102562E

[Computer Error](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**739.**

103286F

[B·C0D>C`LDB 8 B CCD>C`LD@](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**740.**

103286I

[B·C0D>C`LDB 8 C0@Cä2Cä4C](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**741.**

103286D1

[B·C0D>C`LDB 8 C0>C\\$0D0 <C HC,,=C](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**742.**

103286B

[B CDD>C LDB 8 C45CÔ5D 0D\\$>D K D\\$LCÄK](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**743.**

103286A

[B CDD>C LDB 8 Aä A@](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**744.**

103286E

[B CDD>C LDB 8 DD>C#CD K](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**745.**

103286H

[B CDD>C LDB 8 CD2Cä8Dt=C O Ct0C40CD:C CT>CÔ0D 4Cà](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**746.**

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**747.**

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**748.**

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**749.**

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**750.**

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**751.**

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · Python 3 (first AC) · Tags: —

[Renatyss's solution](#)

**752.**

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**753.**

102785J

[R u really ready? · Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**754.**

102785A

[A lazy controller · Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**755.**

100140A

[AÄÖöAC,,<C ;DÄ=D´9 Cö>D\\$>C](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**756.**

1017134

[AÄ>CÖ8D\\$>D 8CÖ3 D\\$@D41](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**757.**

101950I

[AD5Dr5C\\$=C, ;CTACä@D41Cä2](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**758.**

101950E

[AD@CT2CÖ5C4@CTGCTAC#8C' 8Ct>CÄ>D DC,,7CÄ](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**759.**

101950H

[Aö×Öä@C AC#0](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**760.**

101950F

[A45CöäC, =C :Cä;CTACÖ8Dd0DP](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**761.**

101950G

[B\\$ÖC,äD BC\\$5CÖ=D´9 D 8D\\$CC ;](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**762.**

101950B

[A\\$5CÖ8C#8C' 1Cä9](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**763.**

101950C

[BöC,äAö0CÖ4Cä@D°](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**764.**

101950D

[A:~0046Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**765.**

101950J

[A:,3D0i@ AD\\$@Cä:C€](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**766.**

101950A

[B BC@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**767.**

101244D

[Aö;Cäi@4C, 8 DD>CÖ0D 8](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**768.**

102860H

[Perfect Round Dance · Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**769.**

101135I

[ADB0i@CT@ C, 0C6?C @C B](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**770.**

101135H

[AäG0T@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**771.**

101135B

[B:,~0046Cä;Dò >C CC\\$8](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**772.**

101135A

[Aö;Cäi@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**773.**

101135G

[Aö;Cäi@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**774.**

101135E

[A" ?Cä@ :C E CÖ5C,,7C\\$5CD0CÖ=Cä3Cà](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**775.**

101135F

[B\\$0Cria C C a>CÄ=C BC](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**776.**

101135C

[Bd8DD@ Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**777.**

101609C

[Aö@D16C=8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**778.**

101609B

[A,,=D\\$5D 5D =C O DÔ:D :D4@D 8Dö](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**779.**

101609I

[Aö8DifC](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**780.**

101609F

[B8D=C\\$0CÔ8CP](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**781.**

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**782.**

101609J

[B 5D\\$2C,,=D\\$8CÄ Gv-çFW](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**783.**

101609E

[B 0Ct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**784.**

101609D

[Aö?C0iAdt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**785.**

101609G

[AöyDri0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**786.**

101609A

[A10C>CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**787.**

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**788.**

102440G

[B10D;D10D :C€](#)

Rating: — · first AC: 2020-11-09 · last AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**789.**

102440L

[B10C40T;CT=C,,5 C@Cä;C,,:Cä2](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**790.**

102440H

[Policeman from Rublevka](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**791.**

102440D

[Aö5D\\$0C, <C AD 8C](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**792.**

102440J

[Delivery in the city of the future](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**793.**

102440K

[A·1D>CäND\\$=C O C 1D >C'ND\\$=CäAD\\$L CÄ0D AC,,2C](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**794.**

102440A

[AD>CÄD,,=DöO C :D4;C](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**795.**

102440B

[Aö5D\\$D BC =Cä2C=C CÖ0 Cö@Cä:C GC=C](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**796.**

102440F

[Football championship](#) · [Tutorial](#)

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[Renatyss's solution](#)

**797.**

102440C

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Python 3 (first AC) · Tags: —

[Renatyss's solution](#)

**798.**

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**799.**

102135D

[Friends rescue](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**800.**

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**801.**

102135F

[The closest subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**802.**

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**803.**

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**804.**

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**805.**

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**806.**

102793I

[BSUIR C++, O B OCÄACTO](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**807.**

102793H

[Similar Names](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**808.**

102793C

[B >C0C0, C0@CT4C BCT;DÂ 8 C=0C 5C´O](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**809.**

102793B

[B 50C0C´LD\\$0D\\$K C= >CÔBCTAD\\$0](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**810.**

102793D

[AD=0CÂBCÔ>](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**811.**

102793A

[B <0C=C AD\\$8C´O](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**812.**

102793F

[BÔCtD\\$@Cä=CÔKC´7C <Cä:](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**813.**

102437D

[A=2C4D 0D\\$K BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**814.**

102437G

[Regulated Shortest Path · Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**815.**

102437I

[Road building · Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**816.**

102437F

[A KDBD KC´?CT@CT2Cä4](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**817.**

102437E

[A0>DTaCd8CR 7C :C 7D°](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**818.**

102437H

[B-MCÄi8 DT@C =C,,;C,,ICP](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**819.**

102772E

[A!<CT@C#0](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**820.**

102772D

[A>D@CÔ:C FCT?CäGC#8](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Renatyss's solution](#)

**821.**

102772H

[B,,TCäDÄ=D`5 Cö5D 5Cö8D :C€](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**822.**

102772C

[A!`TCäECä4!](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**823.**

102772B

[Chasing the Butterfly · Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**824.**

102772A

[A\\$UC#Cä5 CÖ0D4GCÖ>CR GC,,AC`>](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**825.**

102772G

[B4@Cä! CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**826.**

102772I

[A,T#C@B#0D\\$>D](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**827.**

102772J

[AÄ0D@DD>CÖ5D`](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**828.**

101939K

[B`00\\$#Cä<CT@CÖ>CR 4CT;CT=C,,5 CD5D 5C\\$0](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**829.**

101619B

[A >CÄ1D# 2 A\\$>D BCäGCÖ>CÄ -C#ACô@CTAD 5](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**830.**

101619H

[A,=D\\$5D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**831.**

102741I

[Stunt Jump Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**832.**

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**833.**

102420B

[B 800000Dò 3D CCô?C](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**834.**

100166D

[A"0C"8Dt0C"HC,,9 CòCD\\$L](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**835.**

102203F

[A B C 0, > D \\$ 5 C = 0](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Renatyss's solution](#)

**836.**

102203L

[A" 7Cà0D :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**837.**

100083D

[B\\$Dri0, ACàGC'5CÔ5CÔ8Dò](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**838.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Renatyss's solution](#)

**839.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Renatyss's solution](#)

**840.**

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Renatyss's solution](#)

**841.**

102534E

[Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**842.**

102534B

[Need More T-shirts!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**843.**

1008814

[A65077C](#)  
[D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**844.**

1008827

[A,,=D\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**845.**

1012927

[B 80ç0\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**846.**

1012926

[A->D@|,>C´;C,,=CT9CÔKC´ :Cä;C´0C”4CT@](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**847.**

1012543

[B 00ç0](#)  
[TICT=C,,5 CD0CÔ=D´E](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**848.**

1012542

[A00ç0](#)  
[C=CC´OD\\$>D](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**849.**

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**850.**

101187D

[IQ D\\$5Dç0C;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**851.**

101187C

[A45Dç0](#)  
[5 C´KCd8](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**852.**

101187B

[A 2D\\$C CD](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**853.**

101187K

[«A„ACB;DäGC ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**854.**

101187I

[AäDäGCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2019-11-08 · last AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**855.**

101187A

[A 100\\$D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2019-11-08 · last AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**856.**

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**857.**

100850H

[AäBD10D" >C >D,,8C :C E](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**858.**

100850I

[Aä10A5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**859.**

100850A

[A 3D0\\$B CÔ>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**860.**

100850F

[B 100\\$C CÔ>Cd0D\\$8Dö](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**861.**

100232E

[E · Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**862.**

102399D

[AD\\$D\\$C 48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**863.**

102399L

[AD>DriC4>C' HC#0D@](#)

Rating: — · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**864.**

102399C

[A,,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >D6BCÔ>D BCT9](#)

Rating: — · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**865.**

102399G

[Bd50iKCR BCäGC#8](#)

Rating: — · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**866.**

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**867.**

101636C

[A#CÔDC,,3D4@ C FC,,>CÔ=D'9 DD0C”;](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**868.**

101636G

[A0001a](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**869.**

101636K

[B T0çHC =CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**870.**

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**871.**

101636M

[A\\$DAD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**872.**

101979I

[A4=Cä#DÄ D,,;D6?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**873.**

101979F

[B4@C02CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**874.**

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**875.**

101979L

[AD80@Cä<D°](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**876.**

101979C

[AäEUD46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**877.**

100600D

[AÄ00f5CÔLCα>CR =Cä2CäACT;DÄ5](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**878.**

100600G

[B\\$C0id4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**879.**

100600H

[Bô7DütQñl](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**880.**

100600C

[B E Dd>Cö@CäA](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**881.**

100600F

[B ·@CTC,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**882.**

100600E

[At4Cä@Cä2D´9 D >CĐ](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**883.**

100600A

[AÖ>C\\$0Dò =C 4CT6CD0](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**884.**

100799B

[AD5CÖL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**885.**

100799J

[A<Z0710DK CÔ>C4>CÔ0DP](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**886.**

100799D

[AD>0rBC 2C#0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**887.**

100799I

[B 0CöAC =](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**888.**

100799G

[B >C >D](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**889.**

100799F

[AÄBÖ'KC' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**890.**

102373B

[Wooden Castle · Tutorial](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**891.**

102373H

[Escape from the Abundoned House · Tutorial](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**892.**

102373A

[Aä=Cäl](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**893.**

102373G

[AÖ×Cd=C,,FD°](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**894.**

102373F

[Aä=Cäl](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**895.**

102373I

[A<Z0710DK CÔ>C4>CÔ0DP](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**896.**

102330G

[B·0D·0i0, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Renatyss's solution](#)

**897.**

102330F

[A120T@DÄ:C€](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**898.**

100896A

[A120T@DÄ:C€](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**899.**

100166E

[AD80r1eCTBD 3D 0DD0](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**900.**

100166G

[B·0D·AD\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**901.**

100166F

[AD50r1eCTBD 0](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**902.**

100166B

[B·0CÄi0C @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)

**903.**

100166A

[BD,Cäi0C@](#)

Rating: — · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Renatyss's solution](#)