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Unique solved — Rinkasnow

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

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Filters: none

Count: 1,048

1.

2010B

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2.

2010A

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1987A

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4.

1927A

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5.

1841A

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6.

1704A

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7.

1696A

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8.

1586A

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9.

1566B

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10.

1566A

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11.

1539B

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12.

1534A

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13.

1535A

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14.

1523A

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15.

1497A

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16.

1498A

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17.

1515A

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18.

1519B

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19.

1519A

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20.

1491A

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21.

1466B

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22.

1466A

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23.

1461A

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24.

1437A

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25.

1433B

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26.

1433A

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27.

1428A

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28.

1408A

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29.

976A

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30.

1397A

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31.

1400A

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32.

1325B

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33.

1325A

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34.

1301A

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35.

1304A

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36.

1303A

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37.

1300A

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38.

1296A

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39.

1294A

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40.

1257A

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41.

1236A

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42.

1244A

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43.

1228A

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44.

1209A

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45.

1207A

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46.

1206A

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47.

1200A

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48.

1178A

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49.

1194A

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50.

1191A

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51.

1189A

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52.

1186A

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53.

1173A

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54.

1148A

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55.

1097A

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56.

1091A

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57.

1088A

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58.

1095A

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59.

1087A

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60.

1093A

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61.

1077A

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62.

1060A

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63.

1041A

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64.

4A

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- 65.**
1017A
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1015A
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1013A
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1927B
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1848A
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- 70.**
1696B
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1666D
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1555A
[PizzaForces](#) · [Tutorial](#)
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- 73.**
1535B
[Array Reodering](#) · [Tutorial](#)
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- 74.**
1505A
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- 75.**
1433C
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76.

1354A

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77.

1326B

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78.

1296B

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79.

1295A

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80.

1279A

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81.

1267B

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82.

1248B

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83.

1213A

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84.

1208A

[XORinacci](#) · [Tutorial](#)

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85.

1204B

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86.

1206B

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Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

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87.

1197A

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88.

1187A

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89.

1166A

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90.

1095B

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91.

1093B

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92.

1089L

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93.

1025A

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94.

1016A

[Death Note](#) · [Tutorial](#)

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95.

1011A

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96.

1987B

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Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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97.

1927C

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98.

1841B

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

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99.

1704B

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Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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100.

1566C

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101.

1539A

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102.

1515B

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103.

1418A

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104.

1342A

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[Rinkasnow's solution](#)

105.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Rinkasnow's solution](#)

106.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Rinkasnow's solution](#)

107.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Rinkasnow's solution](#)

108.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[RinkaSnow's solution](#)

109.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math

[RinkaSnow's solution](#)

110.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: math, number theory

[RinkaSnow's solution](#)

111.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, math

[RinkaSnow's solution](#)

112.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[RinkaSnow's solution](#)

113.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2018-08-07 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: math

[RinkaSnow's solution](#)

114.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[RinkaSnow's solution](#)

115.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation

[RinkaSnow's solution](#)

116.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[RinkaSnow's solution](#)

117.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[RinkaSnow's solution](#)

118.

1197B

[Pillars](#) · [Tutorial](#)

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

[RinkaSnow's solution](#)

119.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[RinkaSnow's solution](#)

120.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[RinkaSnow's solution](#)

121.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[RinkaSnow's solution](#)

122.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation
[RinkaSnow's solution](#)

123.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[RinkaSnow's solution](#)

124.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[RinkaSnow's solution](#)

125.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math
[RinkaSnow's solution](#)

126.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs
[RinkaSnow's solution](#)

127.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: math
[RinkaSnow's solution](#)

128.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[RinkaSnow's solution](#)

129.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[RinkaSnow's solution](#)

130.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[RinkaSnow's solution](#)

131.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[RinkaSnow's solution](#)

132.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[RinkaSnow's solution](#)

133.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[RinkaSnow's solution](#)

134.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[RinkaSnow's solution](#)

135.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[RinkaSnow's solution](#)

136.

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[RinkaSnow's solution](#)

137.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[RinkaSnow's solution](#)

138.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[RinkaSnow's solution](#)

139.

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[RinkaSnow's solution](#)

140.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math,

sortings

[RinkaSnow's solution](#)

141.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[RinkaSnow's solution](#)

142.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

143.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[RinkaSnow's solution](#)

144.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[RinkaSnow's solution](#)

145.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[RinkaSnow's solution](#)

146.

1848B

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

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[RinkaSnow's solution](#)

147.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[RinkaSnow's solution](#)

148.

1586B

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

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

[RinkaSnow's solution](#)

149.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[RinkaSnow's solution](#)

150.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[RinkaSnow's solution](#)

151.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Rinkasnow's solution](#)

152.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Rinkasnow's solution](#)

153.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[Rinkasnow's solution](#)

154.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[Rinkasnow's solution](#)

155.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[Rinkasnow's solution](#)

156.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[Rinkasnow's solution](#)

157.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Rinkasnow's solution](#)

158.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Rinkasnow's solution](#)

159.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[Rinkasnow's solution](#)

160.

1327B

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

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Rinkasnow's solution](#)

161.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[RinkaSnow's solution](#)

162.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[RinkaSnow's solution](#)

163.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[RinkaSnow's solution](#)

164.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[RinkaSnow's solution](#)

165.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[RinkaSnow's solution](#)

166.

1206C

[Almost Equal](#) · [Tutorial](#)

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

[RinkaSnow's solution](#)

167.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, math

[RinkaSnow's solution](#)

168.

1200B

[Block Adventure](#) · [Tutorial](#)

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

[RinkaSnow's solution](#)

169.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[RinkaSnow's solution](#)

170.

1191B

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

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

[RinkaSnow's solution](#)

171.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[RinkaSnow's solution](#)

172.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[RinkaSnow's solution](#)

173.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[RinkaSnow's solution](#)

174.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[RinkaSnow's solution](#)

175.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: dp, greedy, math
[RinkaSnow's solution](#)

176.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[RinkaSnow's solution](#)

177.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[RinkaSnow's solution](#)

178.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math
[RinkaSnow's solution](#)

179.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[RinkaSnow's solution](#)

180.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[RinkaSnow's solution](#)

181.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy
[RinkaSnow's solution](#)

182.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[RinkaSnow's solution](#)

183.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Rinkasnow's solution](#)

184.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Rinkasnow's solution](#)

185.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Rinkasnow's solution](#)

186.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Rinkasnow's solution](#)

187.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Rinkasnow's solution](#)

188.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Rinkasnow's solution](#)

189.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Rinkasnow's solution](#)

190.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Rinkasnow's solution](#)

191.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Rinkasnow's solution](#)

192.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Rinkasnow's solution](#)

193.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2018-07-05 · last AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[RinkaSnow's solution](#)

194.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers
[RinkaSnow's solution](#)

195.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[RinkaSnow's solution](#)

196.

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[RinkaSnow's solution](#)

197.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[RinkaSnow's solution](#)

198.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[RinkaSnow's solution](#)

199.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation
[RinkaSnow's solution](#)

200.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[RinkaSnow's solution](#)

201.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 1300 · first AC: 2019-08-14 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, math
[RinkaSnow's solution](#)

202.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[RinkaSnow's solution](#)

203.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings
[RinkaSnow's solution](#)

204.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

205.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation

[RinkaSnow's solution](#)

206.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[RinkaSnow's solution](#)

207.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RinkaSnow's solution](#)

208.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[RinkaSnow's solution](#)

209.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

210.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

211.

1029A

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

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

212.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[RinkaSnow's solution](#)

213.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2018-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

214.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, strings

[RinkaSnow's solution](#)

215.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[RinkaSnow's solution](#)

216.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[RinkaSnow's solution](#)

217.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[RinkaSnow's solution](#)

218.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[RinkaSnow's solution](#)

219.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[RinkaSnow's solution](#)

220.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[RinkaSnow's solution](#)

221.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[RinkaSnow's solution](#)

222.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[RinkaSnow's solution](#)

223.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[RinkaSnow's solution](#)

224.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[RinkaSnow's solution](#)

225.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Rinkasnow's solution](#)

226.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Rinkasnow's solution](#)

227.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Rinkasnow's solution](#)

228.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: math

[Rinkasnow's solution](#)

229.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Rinkasnow's solution](#)

230.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[Rinkasnow's solution](#)

231.

1245C

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

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

[Rinkasnow's solution](#)

232.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation, math

[Rinkasnow's solution](#)

233.

1200C

[Round Corridor](#) · [Tutorial](#)

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

[Rinkasnow's solution](#)

234.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Rinkasnow's solution](#)

235.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[Rinkasnow's solution](#)

236.

1191C

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

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

[Rinkasnow's solution](#)

237.

1189C

[Candies!](#) · [Tutorial](#)

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

[Rinkasnow's solution](#)

238.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Rinkasnow's solution](#)

239.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Rinkasnow's solution](#)

240.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Rinkasnow's solution](#)

241.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Rinkasnow's solution](#)

242.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: implementation

[Rinkasnow's solution](#)

243.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: greedy

[Rinkasnow's solution](#)

244.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,868 global accepts · Rating: 1400 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: graphs

[Rinkasnow's solution](#)

245.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Rinkasnow's solution](#)

246.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Rinkasnow's solution](#)

247.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[RinkaSnow's solution](#)

248.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[RinkaSnow's solution](#)

249.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[RinkaSnow's solution](#)

250.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[RinkaSnow's solution](#)

251.

1418C

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

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[RinkaSnow's solution](#)

252.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

253.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[RinkaSnow's solution](#)

254.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[RinkaSnow's solution](#)

255.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[RinkaSnow's solution](#)

256.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[RinkaSnow's solution](#)

257.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[RinkaSnow's solution](#)

258.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[RinkaSnow's solution](#)

259.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[RinkaSnow's solution](#)

260.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[RinkaSnow's solution](#)

261.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[RinkaSnow's solution](#)

262.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[RinkaSnow's solution](#)

263.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: dp, implementation

[RinkaSnow's solution](#)

264.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[RinkaSnow's solution](#)

265.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[RinkaSnow's solution](#)

266.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[RinkaSnow's solution](#)

267.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[RinkaSnow's solution](#)

268.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[RinkaSnow's solution](#)

269.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[RinkaSnow's solution](#)

270.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[RinkaSnow's solution](#)

271.

1166C

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

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[RinkaSnow's solution](#)

272.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[RinkaSnow's solution](#)

273.

357C

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

Rating: 1500 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

274.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[RinkaSnow's solution](#)

275.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2018-08-04 · last AC: 2018-11-20 · GNU C++11 (first AC) · Tags: implementation

[RinkaSnow's solution](#)

276.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2018-08-12 · last AC: 2018-08-12 · GNU C++11 (first AC) · Tags: brute force, dp, math

[RinkaSnow's solution](#)

277.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: dp, implementation

[RinkaSnow's solution](#)

278.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[RinkaSnow's solution](#)

279.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2018-07-28 · last AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RinkaSnow's solution](#)

280.

190C

[STL · Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: dfs and similar

[RinkaSnow's solution](#)

281.

1011C

[Fly · Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[RinkaSnow's solution](#)

282.

250B

[Restoring IPv6 · Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

283.

329B

[Biridian Forest · Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[RinkaSnow's solution](#)

284.

1707A

[Doremy's IQ · Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[RinkaSnow's solution](#)

285.

1687A

[The Enchanted Forest · Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[RinkaSnow's solution](#)

286.

1677A

[Tokitsukaze and Strange Inequality · Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[RinkaSnow's solution](#)

287.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[RinkaSnow's solution](#)

288.

1555D

[Say No to Palindromes · Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[RinkaSnow's solution](#)

289.

1539D

[PriceFixed · Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Rinkasnow's solution](#)

290.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Rinkasnow's solution](#)

291.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Rinkasnow's solution](#)

292.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Rinkasnow's solution](#)

293.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Rinkasnow's solution](#)

294.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[Rinkasnow's solution](#)

295.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Rinkasnow's solution](#)

296.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Rinkasnow's solution](#)

297.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Rinkasnow's solution](#)

298.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Rinkasnow's solution](#)

299.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

number theory

[RinkaSnow's solution](#)

300.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[RinkaSnow's solution](#)

301.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[RinkaSnow's solution](#)

302.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[RinkaSnow's solution](#)

303.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[RinkaSnow's solution](#)

304.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[RinkaSnow's solution](#)

305.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[RinkaSnow's solution](#)

306.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[RinkaSnow's solution](#)

307.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[RinkaSnow's solution](#)

308.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[RinkaSnow's solution](#)

309.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[RinkaSnow's solution](#)

310.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[RinkaSnow's solution](#)

311.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[RinkaSnow's solution](#)

312.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[RinkaSnow's solution](#)

313.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[RinkaSnow's solution](#)

314.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[RinkaSnow's solution](#)

315.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[RinkaSnow's solution](#)

316.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[RinkaSnow's solution](#)

317.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[RinkaSnow's solution](#)

318.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[RinkaSnow's solution](#)

319.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[RinkaSnow's solution](#)

320.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · last AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[RinkaSnow's solution](#)

321.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Rinkasnow's solution](#)

322.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Rinkasnow's solution](#)

323.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: brute force, greedy, number theory

[Rinkasnow's solution](#)

324.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Rinkasnow's solution](#)

325.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-16 · last AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Rinkasnow's solution](#)

326.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2018-08-12 · last AC: 2018-08-12 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[Rinkasnow's solution](#)

327.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Rinkasnow's solution](#)

328.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2018-08-05 · last AC: 2018-08-05 · GNU C++11 (first AC) · Tags: *special, data structures, implementation

[Rinkasnow's solution](#)

329.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: implementation

[Rinkasnow's solution](#)

330.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2018-08-04 · last AC: 2018-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Rinkasnow's solution](#)

331.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[RinkaSnow's solution](#)

332.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: dfs and similar
[RinkaSnow's solution](#)

333.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[RinkaSnow's solution](#)

334.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2018-07-23 · last AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[RinkaSnow's solution](#)

335.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[RinkaSnow's solution](#)

336.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[RinkaSnow's solution](#)

337.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[RinkaSnow's solution](#)

338.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[RinkaSnow's solution](#)

339.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[RinkaSnow's solution](#)

340.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[RinkaSnow's solution](#)

341.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[RinkaSnow's solution](#)

342.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Rinkasnow's solution](#)

343.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Rinkasnow's solution](#)

344.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Rinkasnow's solution](#)

345.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Rinkasnow's solution](#)

346.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Rinkasnow's solution](#)

347.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-07-28 · last AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Rinkasnow's solution](#)

348.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Rinkasnow's solution](#)

349.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[Rinkasnow's solution](#)

350.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Rinkasnow's solution](#)

351.

1320B

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

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

[Rinkasnow's solution](#)

352.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[RinkaSnow's solution](#)

353.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[RinkaSnow's solution](#)

354.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[RinkaSnow's solution](#)

355.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[RinkaSnow's solution](#)

356.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy

[RinkaSnow's solution](#)

357.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[RinkaSnow's solution](#)

358.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dp, greedy

[RinkaSnow's solution](#)

359.

1248C

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

Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RinkaSnow's solution](#)

360.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math, number theory

[RinkaSnow's solution](#)

361.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[RinkaSnow's solution](#)

362.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dp

[RinkaSnow's solution](#)

363.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[RinkaSnow's solution](#)

364.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[RinkaSnow's solution](#)

365.

1202B

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

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

[RinkaSnow's solution](#)

366.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[RinkaSnow's solution](#)

367.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[RinkaSnow's solution](#)

368.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[RinkaSnow's solution](#)

369.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · last AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[RinkaSnow's solution](#)

370.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[RinkaSnow's solution](#)

371.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2018-07-15 · last AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RinkaSnow's solution](#)

372.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-08-13 · last AC: 2018-10-29 · GNU C++ (first AC) · Tags: dp, matrices

[RinkaSnow's solution](#)

373.

42B

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

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: implementation

[RinkaSnow's solution](#)

374.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: greedy

[RinkaSnow's solution](#)

375.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2018-08-10 · last AC: 2018-08-10 · GNU C++11 (first AC) · Tags: dp

[RinkaSnow's solution](#)

376.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2018-07-04 · last AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[RinkaSnow's solution](#)

377.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2018-08-06 · last AC: 2018-08-08 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[RinkaSnow's solution](#)

378.

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-06 · last AC: 2018-08-07 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[RinkaSnow's solution](#)

379.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: implementation, strings

[RinkaSnow's solution](#)

380.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[RinkaSnow's solution](#)

381.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-07-12 · last AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[RinkaSnow's solution](#)

382.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[RinkaSnow's solution](#)

383.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[RinkaSnow's solution](#)

384.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[RinkaSnow's solution](#)

385.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[RinkaSnow's solution](#)

386.

1582F1

[Korneyevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[RinkaSnow's solution](#)

387.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

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

[RinkaSnow's solution](#)

388.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[RinkaSnow's solution](#)

389.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[RinkaSnow's solution](#)

390.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[RinkaSnow's solution](#)

391.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[RinkaSnow's solution](#)

392.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[RinkaSnow's solution](#)

393.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Rinkasnow's solution](#)

394.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Rinkasnow's solution](#)

395.

1491D

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

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Rinkasnow's solution](#)

396.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Rinkasnow's solution](#)

397.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Rinkasnow's solution](#)

398.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-11-04 · last AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Rinkasnow's solution](#)

399.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Rinkasnow's solution](#)

400.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Rinkasnow's solution](#)

401.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Rinkasnow's solution](#)

402.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[Rinkasnow's solution](#)

403.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Rinkasnow's solution](#)

404.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Rinkasnow's solution](#)

405.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Rinkasnow's solution](#)

406.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Rinkasnow's solution](#)

407.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: geometry

[Rinkasnow's solution](#)

408.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Rinkasnow's solution](#)

409.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Rinkasnow's solution](#)

410.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[Rinkasnow's solution](#)

411.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Rinkasnow's solution](#)

412.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Rinkasnow's solution](#)

413.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: brute force, math

[RinkaSnow's solution](#)

414.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[RinkaSnow's solution](#)

415.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[RinkaSnow's solution](#)

416.

1119D

[Frets On Fire](#) · [Tutorial](#)

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

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417.

1208C

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

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418.

1207D

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419.

533E

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420.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

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421.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[RinkaSnow's solution](#)

422.

1191D

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

Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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423.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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424.

1186C

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

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

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425.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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426.

1090D

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427.

1077E

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428.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2018-11-03 · last AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

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429.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Rinkasnow's solution](#)

430.

363D

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Quality: 4,331 global accepts · Rating: 1800 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: binary search, greedy

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431.

543A

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[Rinkasnow's solution](#)

432.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: number theory

[Rinkasnow's solution](#)

433.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2018-07-15 · last AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Rinkasnow's solution](#)

434.

869C

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Quality: 5,204 global accepts · Rating: 1800 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[RinkaSnow's solution](#)

435.

3C

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Quality: 8,280 global accepts · Rating: 1800 · first AC: 2018-08-01 · last AC: 2018-08-01 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[RinkaSnow's solution](#)

436.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[RinkaSnow's solution](#)

437.

612D

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Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-07-20 · last AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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438.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[RinkaSnow's solution](#)

439.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[RinkaSnow's solution](#)

440.

1707B

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Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[RinkaSnow's solution](#)

441.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[RinkaSnow's solution](#)

442.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[RinkaSnow's solution](#)

443.

1183H

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Quality: 3,644 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[RinkaSnow's solution](#)

444.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Rinkasnow's solution](#)

445.

208B

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Quality: 1,498 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Rinkasnow's solution](#)

446.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Rinkasnow's solution](#)

447.

1463D

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448.

1428D

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[Rinkasnow's solution](#)

449.

1423B

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Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Rinkasnow's solution](#)

450.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[Rinkasnow's solution](#)

451.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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452.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Rinkasnow's solution](#)

453.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Rinkasnow's solution](#)

454.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[RinkaSnow's solution](#)

455.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[RinkaSnow's solution](#)

456.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[RinkaSnow's solution](#)

457.

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

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458.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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459.

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

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460.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

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461.

1208D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

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462.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[RinkaSnow's solution](#)

463.

1206D

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

[RinkaSnow's solution](#)

464.

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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465.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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466.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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467.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Rinkasnow's solution](#)

468.

149D

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Quality: 4,614 global accepts · Rating: 1900 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Rinkasnow's solution](#)

469.

1095F

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470.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Rinkasnow's solution](#)

471.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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472.

1090B

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[Rinkasnow's solution](#)

473.

1077F1

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Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Rinkasnow's solution](#)

474.

148E

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Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RinkaSnow's solution](#)

475.

1013E

[Hills](#) · [Tutorial](#)

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476.

1060D

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477.

95C

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478.

118C

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479.

650B

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480.

1029D

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481.

20C

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482.

1013D

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483.

327D

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484.

292D

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

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485.

309C

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486.

505C

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487.

1987E

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488.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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489.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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490.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search
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491.

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[RinkaSnow's solution](#)

492.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
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493.

1514D

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Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[RinkaSnow's solution](#)

494.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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495.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Rinkasnow's solution](#)

496.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Rinkasnow's solution](#)

497.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Rinkasnow's solution](#)

498.

504B

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Rating: 2000 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Rinkasnow's solution](#)

499.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2020-10-19 · last AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Rinkasnow's solution](#)

500.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Rinkasnow's solution](#)

501.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Rinkasnow's solution](#)

502.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Rinkasnow's solution](#)

503.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Rinkasnow's solution](#)

504.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Rinkasnow's solution](#)

505.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math
[RinkaSnow's solution](#)

506.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[RinkaSnow's solution](#)

507.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[RinkaSnow's solution](#)

508.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[RinkaSnow's solution](#)

509.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, dp
[RinkaSnow's solution](#)

510.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp
[RinkaSnow's solution](#)

511.

1294F

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Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[RinkaSnow's solution](#)

512.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[RinkaSnow's solution](#)

513.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[RinkaSnow's solution](#)

514.

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[RinkaSnow's solution](#)

515.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[RinkaSnow's solution](#)

516.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[RinkaSnow's solution](#)

517.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[RinkaSnow's solution](#)

518.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[RinkaSnow's solution](#)

519.

1200E

[Compress Words · Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[RinkaSnow's solution](#)

520.

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[RinkaSnow's solution](#)

521.

82D

[Two out of Three · Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[RinkaSnow's solution](#)

522.

1191F

[Tokitsukaze and Strange Rectangle · Tutorial](#)

Rating: 2000 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[RinkaSnow's solution](#)

523.

1090L

[Berland University · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[RinkaSnow's solution](#)

524.

755D

[PolandBall and Polygon · Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

525.

514C

[Watto and Mechanism · Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2018-07-18 · last AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[RinkaSnow's solution](#)

526.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2018-08-28 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, strings
[RinkaSnow's solution](#)

527.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2018-08-05 · last AC: 2018-08-05 · GNU C++11 (first AC) · Tags: implementation
[RinkaSnow's solution](#)

528.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force
[RinkaSnow's solution](#)

529.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2018-07-20 · last AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[RinkaSnow's solution](#)

530.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2018-07-19 · last AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings
[RinkaSnow's solution](#)

531.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: binary search, math, two pointers
[RinkaSnow's solution](#)

532.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[RinkaSnow's solution](#)

533.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[RinkaSnow's solution](#)

534.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[RinkaSnow's solution](#)

535.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[RinkaSnow's solution](#)

536.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Rinkasnow's solution](#)

537.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Rinkasnow's solution](#)

538.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Rinkasnow's solution](#)

539.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Rinkasnow's solution](#)

540.

1472G

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

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Rinkasnow's solution](#)

541.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Rinkasnow's solution](#)

542.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Rinkasnow's solution](#)

543.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Rinkasnow's solution](#)

544.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Rinkasnow's solution](#)

545.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-22 · last AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Rinkasnow's solution](#)

546.

1433G

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

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths
[RinkaSnow's solution](#)

547.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[RinkaSnow's solution](#)

548.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[RinkaSnow's solution](#)

549.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[RinkaSnow's solution](#)

550.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[RinkaSnow's solution](#)

551.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[RinkaSnow's solution](#)

552.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy
[RinkaSnow's solution](#)

553.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[RinkaSnow's solution](#)

554.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[RinkaSnow's solution](#)

555.

499E

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

Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: —
[RinkaSnow's solution](#)

556.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory
[RinkaSnow's solution](#)

557.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: flows, graphs, math

[RinkaSnow's solution](#)

558.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[RinkaSnow's solution](#)

559.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[RinkaSnow's solution](#)

560.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[RinkaSnow's solution](#)

561.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: dp, two pointers

[RinkaSnow's solution](#)

562.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[RinkaSnow's solution](#)

563.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[RinkaSnow's solution](#)

564.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[RinkaSnow's solution](#)

565.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[RinkaSnow's solution](#)

566.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[RinkaSnow's solution](#)

567.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Rinkasnow's solution](#)

568.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2019-01-31 · last AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Rinkasnow's solution](#)

569.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Rinkasnow's solution](#)

570.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2018-08-06 · last AC: 2018-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Rinkasnow's solution](#)

571.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2018-07-19 · last AC: 2018-07-19 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[Rinkasnow's solution](#)

572.

1704E

[Count Seconds](#) · [Tutorial](#)

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

[Rinkasnow's solution](#)

573.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Rinkasnow's solution](#)

574.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Rinkasnow's solution](#)

575.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Rinkasnow's solution](#)

576.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Rinkasnow's solution](#)

577.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data

structures, implementation

[Rinkasnow's solution](#)

578.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Rinkasnow's solution](#)

579.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Rinkasnow's solution](#)

580.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Rinkasnow's solution](#)

581.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-04 · Secret 2021 (first AC) · Tags: *special

[Rinkasnow's solution](#)

582.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Rinkasnow's solution](#)

583.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[Rinkasnow's solution](#)

584.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Rinkasnow's solution](#)

585.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

[Rinkasnow's solution](#)

586.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2020-12-29 · last AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Rinkasnow's solution](#)

587.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Rinkasnow's solution](#)

588.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Rinkasnow's solution](#)

589.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Rinkasnow's solution](#)

590.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-07-15 · last AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Rinkasnow's solution](#)

591.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2018-07-26 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Rinkasnow's solution](#)

592.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

593.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Rinkasnow's solution](#)

594.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Rinkasnow's solution](#)

595.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-10 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dp, trees

[Rinkasnow's solution](#)

596.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Rinkasnow's solution](#)

597.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[RinkaSnow's solution](#)

598.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[RinkaSnow's solution](#)

599.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[RinkaSnow's solution](#)

600.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dp, strings

[RinkaSnow's solution](#)

601.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: brute force, data structures

[RinkaSnow's solution](#)

602.

1278E

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

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[RinkaSnow's solution](#)

603.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2018-07-21 · last AC: 2019-11-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[RinkaSnow's solution](#)

604.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[RinkaSnow's solution](#)

605.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[RinkaSnow's solution](#)

606.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[RinkaSnow's solution](#)

607.

612E

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

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

[RinkaSnow's solution](#)

608.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Rinkasnow's solution](#)

609.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Rinkasnow's solution](#)

610.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Rinkasnow's solution](#)

611.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Rinkasnow's solution](#)

612.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[Rinkasnow's solution](#)

613.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Rinkasnow's solution](#)

614.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures

[Rinkasnow's solution](#)

615.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2018-07-03 · last AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Rinkasnow's solution](#)

616.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[Rinkasnow's solution](#)

617.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Rinkasnow's solution](#)

618.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2018-08-07 · last AC: 2018-08-07 · GNU C++11 (first AC) · Tags: dp, sortings

[Rinkasnow's solution](#)

619.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Rinkasnow's solution](#)

620.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Rinkasnow's solution](#)

621.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-11 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Rinkasnow's solution](#)

622.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Rinkasnow's solution](#)

623.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Rinkasnow's solution](#)

624.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Rinkasnow's solution](#)

625.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Rinkasnow's solution](#)

626.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[Rinkasnow's solution](#)

627.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Rinkasnow's solution](#)

628.

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Rinkasnow's solution](#)

629.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Rinkasnow's solution](#)

630.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Rinkasnow's solution](#)

631.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Rinkasnow's solution](#)

632.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Rinkasnow's solution](#)

633.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[Rinkasnow's solution](#)

634.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Rinkasnow's solution](#)

635.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

636.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Rinkasnow's solution](#)

637.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Rinkasnow's solution](#)

638.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Rinkasnow's solution](#)

639.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Rinkasnow's solution](#)

640.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Rinkasnow's solution](#)

641.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Rinkasnow's solution](#)

642.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Rinkasnow's solution](#)

643.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Rinkasnow's solution](#)

644.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Rinkasnow's solution](#)

645.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp

[Rinkasnow's solution](#)

646.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows, graph matchings

[Rinkasnow's solution](#)

647.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Rinkasnow's solution](#)

648.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: binary search, greedy

[Rinkasnow's solution](#)

649.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[RinkaSnow's solution](#)

650.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[RinkaSnow's solution](#)

651.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[RinkaSnow's solution](#)

652.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation
[RinkaSnow's solution](#)

653.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[RinkaSnow's solution](#)

654.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[RinkaSnow's solution](#)

655.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths
[RinkaSnow's solution](#)

656.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[RinkaSnow's solution](#)

657.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[RinkaSnow's solution](#)

658.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math
[RinkaSnow's solution](#)

659.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs

[Rinkasnow's solution](#)

660.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Rinkasnow's solution](#)

661.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Rinkasnow's solution](#)

662.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Rinkasnow's solution](#)

663.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Rinkasnow's solution](#)

664.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, ternary search

[Rinkasnow's solution](#)

665.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Rinkasnow's solution](#)

666.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Rinkasnow's solution](#)

667.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Rinkasnow's solution](#)

668.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Rinkasnow's solution](#)

669.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Rinkasnow's solution](#)

670.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Rinkasnow's solution](#)

671.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Rinkasnow's solution](#)

672.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Rinkasnow's solution](#)

673.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Rinkasnow's solution](#)

674.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Rinkasnow's solution](#)

675.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Rinkasnow's solution](#)

676.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Rinkasnow's solution](#)

677.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[Rinkasnow's solution](#)

678.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[Rinkasnow's solution](#)

679.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Rinkasnow's solution](#)

680.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Rinkasnow's solution](#)

681.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Rinkasnow's solution](#)

682.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Rinkasnow's solution](#)

683.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Rinkasnow's solution](#)

684.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Rinkasnow's solution](#)

685.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2020-10-13 · last AC: 2020-10-14 · GNU C++11 (first AC) · Tags: brute force, dp

[Rinkasnow's solution](#)

686.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-10-12 · last AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Rinkasnow's solution](#)

687.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Rinkasnow's solution](#)

688.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Rinkasnow's solution](#)

689.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2019-12-09 · last AC: 2020-09-19 · GNU C++11 (first AC) · Tags: data structures

[Rinkasnow's solution](#)

690.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Rinkasnow's solution](#)

691.

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Rinkasnow's solution](#)

692.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Rinkasnow's solution](#)

693.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp

[Rinkasnow's solution](#)

694.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Rinkasnow's solution](#)

695.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Rinkasnow's solution](#)

696.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Rinkasnow's solution](#)

697.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Rinkasnow's solution](#)

698.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Rinkasnow's solution](#)

699.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[Rinkasnow's solution](#)

700.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[RinkaSnow's solution](#)

701.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures
[RinkaSnow's solution](#)

702.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[RinkaSnow's solution](#)

703.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[RinkaSnow's solution](#)

704.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[RinkaSnow's solution](#)

705.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures
[RinkaSnow's solution](#)

706.

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[RinkaSnow's solution](#)

707.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[RinkaSnow's solution](#)

708.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[RinkaSnow's solution](#)

709.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[RinkaSnow's solution](#)

710.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[Rinkasnow's solution](#)

711.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Rinkasnow's solution](#)

712.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Rinkasnow's solution](#)

713.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[Rinkasnow's solution](#)

714.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[Rinkasnow's solution](#)

715.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2019-10-24 · last AC: 2021-11-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Rinkasnow's solution](#)

716.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Rinkasnow's solution](#)

717.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Rinkasnow's solution](#)

718.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Rinkasnow's solution](#)

719.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Rinkasnow's solution](#)

720.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Rinkasnow's solution](#)

721.

1534F1

[Falling Sand \(Easy Version\) · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
[RinkaSnow's solution](#)

722.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[RinkaSnow's solution](#)

723.

1505H

[L BREAK into program · Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[RinkaSnow's solution](#)

724.

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[RinkaSnow's solution](#)

725.

1195F

[Geometers Anonymous Club · Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings
[RinkaSnow's solution](#)

726.

1467E

[Distinctive Roots in a Tree · Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[RinkaSnow's solution](#)

727.

68D

[Half-decay tree · Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities
[RinkaSnow's solution](#)

728.

813F

[Bipartite Checking · Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[RinkaSnow's solution](#)

729.

93C

[Azembler · Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[RinkaSnow's solution](#)

730.

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[RinkaSnow's solution](#)

731.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[RinkaSnow's solution](#)

732.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-09-21 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures, greedy

[RinkaSnow's solution](#)

733.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[RinkaSnow's solution](#)

734.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[RinkaSnow's solution](#)

735.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[RinkaSnow's solution](#)

736.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-09-29 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[RinkaSnow's solution](#)

737.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[RinkaSnow's solution](#)

738.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[RinkaSnow's solution](#)

739.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[RinkaSnow's solution](#)

740.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[RinkaSnow's solution](#)

741.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[Rinkasnow's solution](#)

742.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Rinkasnow's solution](#)

743.

628F

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

Quality: 964 global accepts · Rating: 2500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: flows, graphs

[Rinkasnow's solution](#)

744.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Rinkasnow's solution](#)

745.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Rinkasnow's solution](#)

746.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: brute force, dp

[Rinkasnow's solution](#)

747.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: dp

[Rinkasnow's solution](#)

748.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[Rinkasnow's solution](#)

749.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp, number theory

[Rinkasnow's solution](#)

750.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Rinkasnow's solution](#)

751.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2018-07-19 · last AC: 2018-07-19 · GNU C++ (first AC) · Tags: dp, dsu, graphs

[RinkaSnow's solution](#)

752.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[RinkaSnow's solution](#)

753.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[RinkaSnow's solution](#)

754.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[RinkaSnow's solution](#)

755.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[RinkaSnow's solution](#)

756.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[RinkaSnow's solution](#)

757.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[RinkaSnow's solution](#)

758.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[RinkaSnow's solution](#)

759.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[RinkaSnow's solution](#)

760.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[RinkaSnow's solution](#)

761.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[RinkaSnow's solution](#)

762.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[RinkaSnow's solution](#)

763.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[RinkaSnow's solution](#)

764.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[RinkaSnow's solution](#)

765.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[RinkaSnow's solution](#)

766.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[RinkaSnow's solution](#)

767.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[RinkaSnow's solution](#)

768.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RinkaSnow's solution](#)

769.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[RinkaSnow's solution](#)

770.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[RinkaSnow's solution](#)

771.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[RinkaSnow's solution](#)

772.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Rinkasnow's solution](#)

773.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Rinkasnow's solution](#)

774.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-12-23 · last AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Rinkasnow's solution](#)

775.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Rinkasnow's solution](#)

776.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Rinkasnow's solution](#)

777.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Rinkasnow's solution](#)

778.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Rinkasnow's solution](#)

779.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Rinkasnow's solution](#)

780.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Rinkasnow's solution](#)

781.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Rinkasnow's solution](#)

782.

201D

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

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[RinkaSnow's solution](#)

783.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-11-12 · last AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[RinkaSnow's solution](#)

784.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[RinkaSnow's solution](#)

785.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[RinkaSnow's solution](#)

786.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[RinkaSnow's solution](#)

787.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[RinkaSnow's solution](#)

788.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[RinkaSnow's solution](#)

789.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[RinkaSnow's solution](#)

790.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[RinkaSnow's solution](#)

791.

261D

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

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[RinkaSnow's solution](#)

792.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[RinkaSnow's solution](#)

793.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[RinkaSnow's solution](#)

794.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-27 · last AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[RinkaSnow's solution](#)

795.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[RinkaSnow's solution](#)

796.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, trees

[RinkaSnow's solution](#)

797.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[RinkaSnow's solution](#)

798.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[RinkaSnow's solution](#)

799.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-02 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[RinkaSnow's solution](#)

800.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, geometry, greedy

[RinkaSnow's solution](#)

801.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy

[RinkaSnow's solution](#)

802.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: data structures

[RinkaSnow's solution](#)

803.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2018-11-06 · last AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing, implementation

[Rinkasnow's solution](#)

804.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: dp, graphs

[Rinkasnow's solution](#)

805.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[Rinkasnow's solution](#)

806.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-01-31 · last AC: 2019-01-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Rinkasnow's solution](#)

807.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Rinkasnow's solution](#)

808.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-05-17 · last AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Rinkasnow's solution](#)

809.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Rinkasnow's solution](#)

810.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Rinkasnow's solution](#)

811.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Rinkasnow's solution](#)

812.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Rinkasnow's solution](#)

813.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[Rinkasnow's solution](#)

814.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[Rinkasnow's solution](#)

815.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Rinkasnow's solution](#)

816.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Rinkasnow's solution](#)

817.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Rinkasnow's solution](#)

818.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Rinkasnow's solution](#)

819.

838D

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

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Rinkasnow's solution](#)

820.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Rinkasnow's solution](#)

821.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Rinkasnow's solution](#)

822.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Rinkasnow's solution](#)

823.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[Rinkasnow's solution](#)

824.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Rinkasnow's solution](#)

825.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Rinkasnow's solution](#)

826.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Rinkasnow's solution](#)

827.

575A

[Fibonacci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Rinkasnow's solution](#)

828.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Rinkasnow's solution](#)

829.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Rinkasnow's solution](#)

830.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Rinkasnow's solution](#)

831.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Rinkasnow's solution](#)

832.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Rinkasnow's solution](#)

833.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[RinkaSnow's solution](#)

834.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[RinkaSnow's solution](#)

835.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[RinkaSnow's solution](#)

836.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, two pointers

[RinkaSnow's solution](#)

837.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[RinkaSnow's solution](#)

838.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[RinkaSnow's solution](#)

839.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[RinkaSnow's solution](#)

840.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[RinkaSnow's solution](#)

841.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[RinkaSnow's solution](#)

842.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

843.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-09-08 · last AC: 2018-09-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[RinkaSnow's solution](#)

844.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[RinkaSnow's solution](#)

845.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[RinkaSnow's solution](#)

846.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[RinkaSnow's solution](#)

847.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · last AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[RinkaSnow's solution](#)

848.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[RinkaSnow's solution](#)

849.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[RinkaSnow's solution](#)

850.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[RinkaSnow's solution](#)

851.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[RinkaSnow's solution](#)

852.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[RinkaSnow's solution](#)

853.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[RinkaSnow's solution](#)

854.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2020-08-14 · last AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

855.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[RinkaSnow's solution](#)

856.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[RinkaSnow's solution](#)

857.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[RinkaSnow's solution](#)

858.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[RinkaSnow's solution](#)

859.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[RinkaSnow's solution](#)

860.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[RinkaSnow's solution](#)

861.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[RinkaSnow's solution](#)

862.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[RinkaSnow's solution](#)

863.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[RinkaSnow's solution](#)

864.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Rinkasnow's solution](#)

865.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Rinkasnow's solution](#)

866.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Rinkasnow's solution](#)

867.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: dp, probabilities

[Rinkasnow's solution](#)

868.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Rinkasnow's solution](#)

869.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Rinkasnow's solution](#)

870.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Rinkasnow's solution](#)

871.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Rinkasnow's solution](#)

872.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Rinkasnow's solution](#)

873.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[Rinkasnow's solution](#)

874.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Rinkasnow's solution](#)

875.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Rinkasnow's solution](#)

876.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Rinkasnow's solution](#)

877.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Rinkasnow's solution](#)

878.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, string suffix structures

[Rinkasnow's solution](#)

879.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Rinkasnow's solution](#)

880.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Rinkasnow's solution](#)

881.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Rinkasnow's solution](#)

882.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Rinkasnow's solution](#)

883.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Rinkasnow's solution](#)

884.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices

[RinkaSnow's solution](#)

885.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[RinkaSnow's solution](#)

886.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[RinkaSnow's solution](#)

887.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-10-27 · last AC: 2020-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[RinkaSnow's solution](#)

888.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[RinkaSnow's solution](#)

889.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[RinkaSnow's solution](#)

890.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: data structures, trees

[RinkaSnow's solution](#)

891.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[RinkaSnow's solution](#)

892.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-11-30 · last AC: 2019-12-01 · GNU C++11 (first AC) · Tags: dp, games

[RinkaSnow's solution](#)

893.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[RinkaSnow's solution](#)

894.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[RinkaSnow's solution](#)

895.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Rinkasnow's solution](#)

896.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Rinkasnow's solution](#)

897.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Rinkasnow's solution](#)

898.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Rinkasnow's solution](#)

899.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Rinkasnow's solution](#)

900.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Rinkasnow's solution](#)

901.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Rinkasnow's solution](#)

902.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Rinkasnow's solution](#)

903.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

904.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Rinkasnow's solution](#)

905.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Rinkasnow's solution](#)

906.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Rinkasnow's solution](#)

907.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Rinkasnow's solution](#)

908.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Rinkasnow's solution](#)

909.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Rinkasnow's solution](#)

910.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Rinkasnow's solution](#)

911.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures

[Rinkasnow's solution](#)

912.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Rinkasnow's solution](#)

913.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Rinkasnow's solution](#)

914.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

915.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Rinkasnow's solution](#)

916.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Rinkasnow's solution](#)

917.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, strings

[Rinkasnow's solution](#)

918.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

919.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Rinkasnow's solution](#)

920.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Rinkasnow's solution](#)

921.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, interactive

[Rinkasnow's solution](#)

922.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Rinkasnow's solution](#)

923.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[Rinkasnow's solution](#)

924.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Rinkasnow's solution](#)

925.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[Rinkasnow's solution](#)

926.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Rinkasnow's solution](#)

927.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

928.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[RinkaSnow's solution](#)

929.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-31 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[RinkaSnow's solution](#)

930.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[RinkaSnow's solution](#)

931.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[RinkaSnow's solution](#)

932.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[RinkaSnow's solution](#)

933.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[RinkaSnow's solution](#)

934.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[RinkaSnow's solution](#)

935.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[RinkaSnow's solution](#)

936.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 3200 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[RinkaSnow's solution](#)

937.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[RinkaSnow's solution](#)

938.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

939.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: number theory, trees

[RinkaSnow's solution](#)

940.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[RinkaSnow's solution](#)

941.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[RinkaSnow's solution](#)

942.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[RinkaSnow's solution](#)

943.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[RinkaSnow's solution](#)

944.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[RinkaSnow's solution](#)

945.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[RinkaSnow's solution](#)

946.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[RinkaSnow's solution](#)

947.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: matrices, trees

[RinkaSnow's solution](#)

948.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-01-20 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Rinkasnow's solution](#)

949.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Rinkasnow's solution](#)

950.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Rinkasnow's solution](#)

951.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Rinkasnow's solution](#)

952.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Rinkasnow's solution](#)

953.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Rinkasnow's solution](#)

954.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Rinkasnow's solution](#)

955.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Rinkasnow's solution](#)

956.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Rinkasnow's solution](#)

957.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[Rinkasnow's solution](#)

958.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Rinkasnow's solution](#)

959.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Rinkasnow's solution](#)

960.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Rinkasnow's solution](#)

961.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Rinkasnow's solution](#)

962.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[Rinkasnow's solution](#)

963.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Rinkasnow's solution](#)

964.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Rinkasnow's solution](#)

965.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Rinkasnow's solution](#)

966.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Rinkasnow's solution](#)

967.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Rinkasnow's solution](#)

968.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Rinkasnow's solution](#)

969.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

970.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[RinkaSnow's solution](#)

971.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[RinkaSnow's solution](#)

972.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[RinkaSnow's solution](#)

973.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[RinkaSnow's solution](#)

974.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[RinkaSnow's solution](#)

975.

1677F

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[RinkaSnow's solution](#)

976.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[RinkaSnow's solution](#)

977.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RinkaSnow's solution](#)

978.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[RinkaSnow's solution](#)

979.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[RinkaSnow's solution](#)

980.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[RinkaSnow's solution](#)

981.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[RinkaSnow's solution](#)

982.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[RinkaSnow's solution](#)

983.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[RinkaSnow's solution](#)

984.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-03-07 · last AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[RinkaSnow's solution](#)

985.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[RinkaSnow's solution](#)

986.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

987.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

988.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[RinkaSnow's solution](#)

989.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[RinkaSnow's solution](#)

990.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[RinkaSnow's solution](#)

991.

1662G

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

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[RinkaSnow's solution](#)

992.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[RinkaSnow's solution](#)

993.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[RinkaSnow's solution](#)

994.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[RinkaSnow's solution](#)

995.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[RinkaSnow's solution](#)

996.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[RinkaSnow's solution](#)

997.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[RinkaSnow's solution](#)

998.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[RinkaSnow's solution](#)

999.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[RinkaSnow's solution](#)

1000.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1001.

100210F

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1002.

100210B

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1003.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1004.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1005.

100210G

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1006.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-01 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings

[RinkaSnow's solution](#)

1007.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, strings

[RinkaSnow's solution](#)

1008.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[RinkaSnow's solution](#)

1009.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[RinkaSnow's solution](#)

1010.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[RinkaSnow's solution](#)

1011.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[RinkaSnow's solution](#)

1012.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[RinkaSnow's solution](#)

1013.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[RinkaSnow's solution](#)

1014.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[RinkaSnow's solution](#)

1015.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1016.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1017.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1018.

undefined332

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1019.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1020.

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1021.

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1022.

100739E

[Life as a Monster](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1023.

undefined505

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

Rating: — · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1024.

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1025.

undefined214

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1026.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · last AC: 2020-07-31 · GNU C++11 (first AC) · Tags: —

[RinkaSnow's solution](#)

1027.

undefined210

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: *special

[RinkaSnow's solution](#)

1028.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1029.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1030.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1031.

undefined442

[X + R\(X\) = N](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[RinkaSnow's solution](#)

1032.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1033.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1034.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1035.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1036.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1037.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[RinkaSnow's solution](#)

1038.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[RinkaSnow's solution](#)

1039.

101414J

[Infected Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · last AC: 2018-09-23 · GNU C++11 (first AC) · Tags: —

[RinkaSnow's solution](#)

1040.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1041.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: —

[RinkaSnow's solution](#)

1042.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · last AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1043.

100078H

[History of Football](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-06 · last AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[RinkaSnow's solution](#)

1044.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Rinkasnow's solution](#)

1045.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Rinkasnow's solution](#)

1046.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Rinkasnow's solution](#)

1047.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Rinkasnow's solution](#)

1048.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Rinkasnow's solution](#)