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1492A
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1452C
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1371A
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1370A
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1353B
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1352A
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1351A
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1307A
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239.
1325B
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1271A
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1281A
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1257A
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1243A
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1206A
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258.
1173A
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1148A
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260.
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261.
1171A
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262.
1167A
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263.
1159A
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1162A
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1150A
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1152A
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267.
1146A
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268.
1154A
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1845B
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1837B
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1808A
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1764B
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1732B
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1749B
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1733B
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1720A
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1675B
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1666D
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296.
1591B
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1555A
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1488A
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1468N
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1462C
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323.
1445B
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324.
1436B
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1430A
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326.
1427A
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1426B
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1419A
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1401A
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1380A
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1373B
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335.
1351B
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336.
1347B
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337.
1354A
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1350A
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1339A
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1330A
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344.
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1324A
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1272A
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1206B
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1175A
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362.
1171C
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1169A
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1150B
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2005B1
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1861B
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371.
1858C
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1849B
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376.
1785A
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1766B
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1765E
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1765M
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1674C
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1589B
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1605B
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1607C
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1593C
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1598B
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1579E1
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1485A
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1373A
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1359A
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1358B
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1333A
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1257B
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1252A
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1237A
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1204A
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1182A
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1863B
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473.
1842B
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476.

1826B

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477.

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478.

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479.

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1743C

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482.

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1682B
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1511B
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1496B
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1481B
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1457B
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517.
1435B
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1428C
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1365A
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1333B
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536.
1324B
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538.
1263A
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539.
1202A
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1165A
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1146B
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543.
2005B2
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2003C
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1983B
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1989B
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1934B
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1909B
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1886B
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1860B
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1277B
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637.
1206C
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1203B
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1900C
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1882B
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1869C
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1868A
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1810C
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1778B
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1774C
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Roll_Num_56's solution

676.
1612C
Chat Ban · Tutorial
Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
Roll_Num_56's solution

677.
1607D
Blue-Red Permutation · Tutorial
Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
Roll_Num_56's solution

678.
1603A
Di-visible Confusion · Tutorial
Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

679.
1601A
Array Elimination · Tutorial
Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
Roll_Num_56's solution

680.
1594E1
Rubik's Cube Coloring (easy version) · Tutorial
Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

681.
1571B
Epic Novel · Tutorial
Quality: 760 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math
Roll_Num_56's solution

682.
1574C
Slay the Dragon · Tutorial
Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
Roll_Num_56's solution

683.
1556B
Take Your Places! · Tutorial
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Roll_Num_56's solution

684.
1558A
Charmed by the Game · Tutorial
Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
Roll_Num_56's solution

685.
1560D
Make a Power of Two · Tutorial
Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
Roll_Num_56's solution

686.
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
Roll_Num_56's solution

687.
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
Roll_Num_56's solution

688.
1553B
Reverse String · Tutorial
Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
Roll_Num_56's solution

689.
1534C
Little Alawn's Puzzle · Tutorial
Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
Roll_Num_56's solution

690.
1538C
Number of Pairs · Tutorial
Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
Roll_Num_56's solution

691.
1521B
Nastia and a Good Array · Tutorial
Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

692.
1470A
Strange Birthday Party · Tutorial
Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
Roll_Num_56's solution

693.
1498B
Box Fitting · Tutorial
Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
Roll_Num_56's solution

694.
1476B
Inflation · Tutorial
Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
Roll_Num_56's solution

695.
1466C
Canine poetry · Tutorial
Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
Roll_Num_56's solution

696.
1459B
Move and Turn · Tutorial
Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Roll_Num_56's solution

697.
1454D
Number into Sequence · Tutorial
Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

698.
1446A
Knapsack · Tutorial
Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Roll_Num_56's solution

699.
1443B
Saving the City · Tutorial
Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
Roll_Num_56's solution

700.
1422B
Nice Matrix · Tutorial
Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Roll_Num_56's solution

701.
1420C1
Pokémon Army (easy version) · Tutorial
Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Roll_Num_56's solution

702.
1418B
Negative Prefixes · Tutorial
Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Roll_Num_56's solution

703.
1407B
Big Vova · Tutorial
Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Roll_Num_56's solution

704.
1401C
Mere Array · Tutorial
Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
Roll_Num_56's solution

705.
1382C1
Prefix Flip (Easy Version) · Tutorial
Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
Roll_Num_56's solution

706.
1372B
Omkar and Last Class of Math · Tutorial
Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Roll_Num_56's solution

707.
1371C
A Cookie for You · Tutorial
Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Roll_Num_56's solution

708.
1373C
Pluses and Minuses · Tutorial
Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math
Roll_Num_56's solution

709.
1364B
Most socially-distanced subsequence · Tutorial
Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
Roll_Num_56's solution

710.
1366B
Shuffle · Tutorial
Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
Roll_Num_56's solution

711.
1365B
Trouble Sort · Tutorial
Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
Roll_Num_56's solution

712.
1347D
Alice, Bob and Candies · Tutorial
Rating: 1300 · first AC: 2020-05-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

713.
1352D
Alice, Bob and Candies · Tutorial

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Roll_Num_56's solution

714.
1341B
Nastya and Door · Tutorial
Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

715.
1328B
K-th Beautiful String · Tutorial
Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
Roll_Num_56's solution

716.
1326C
Permutation Partitions · Tutorial
Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
Roll_Num_56's solution

717.
1307B
Cow and Friend · Tutorial
Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Roll_Num_56's solution

718.
1174C
Ehab and a Special Coloring Problem · Tutorial
Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-04 · last AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
Roll_Num_56's solution

719.
1323C
Unusual Competitions · Tutorial
Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Roll_Num_56's solution

720.
1311C
Perform the Combo · Tutorial
Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Roll_Num_56's solution

721.
1291B
Array Sharpening · Tutorial
Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

722.
1279B
Verse For Santa · Tutorial
Quality: 14,420 global accepts · Rating: 1300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
Roll_Num_56's solution

723.
1294C
Product of Three Numbers · Tutorial
Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Roll_Num_56's solution

724.
1271C
Shawarma Tent · Tutorial
Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
Roll_Num_56's solution

725.
1271B
Blocks · Tutorial
Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Roll_Num_56's solution

726.
1265B
Beautiful Numbers · Tutorial
Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
Roll_Num_56's solution

727.
1260B
Obtain Two Zeroes · Tutorial
Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Roll_Num_56's solution

728.
1247B2
TV Subscriptions (Hard Version) · Tutorial
Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
Roll_Num_56's solution

729.
1237B
Balanced Tunnel · Tutorial
Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
Roll_Num_56's solution

730.
1238B
Kill `Em All · Tutorial
Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Roll_Num_56's solution

731.
1203C
Common Divisors · Tutorial
Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

732.
1182B
Plus from Picture · Tutorial
Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings
Roll_Num_56's solution

733.
1157B
Long Number · Tutorial
Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · last AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Roll_Num_56's solution

734.
1165C
Good String · Tutorial

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Roll_Num_56's solution

735.
1159B
Expansion coefficient of the array · Tutorial
Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

736.
1157C1
Increasing Subsequence (easy version) · Tutorial
Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Roll_Num_56's solution

737.
1152B
Neko Performs Cat Furrier Transform · Tutorial
Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
Roll_Num_56's solution

738.
1155C
Alarm Clocks Everywhere · Tutorial
Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Roll_Num_56's solution

739.
1983C
Have Your Cake and Eat It Too · Tutorial
Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
Roll_Num_56's solution

740.
1989C
Two Movies · Tutorial
Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
Roll_Num_56's solution

741.
1951C
Ticket Hoarding · Tutorial
Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
Roll_Num_56's solution

742.
1905C
Largest Subsequence · Tutorial
Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Roll_Num_56's solution

743.
1909C
Heavy Intervals · Tutorial
Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
Roll_Num_56's solution

744.
1903C
Theofanis' Nightmare · Tutorial
Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

745.
1901C
Add, Divide and Floor · Tutorial
Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

746.
1896C
Matching Arrays · Tutorial
Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
Roll_Num_56's solution

747.
1895C
Torn Lucky Ticket · Tutorial
Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
Roll_Num_56's solution

748.
1887A1
Dances (Easy version) · Tutorial
Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
Roll_Num_56's solution

749.
1866B
Battling with Numbers · Tutorial
Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

750.
1863D
Two-Colored Dominoes · Tutorial
Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

751.
1860C
Game on Permutation · Tutorial
Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
Roll_Num_56's solution

752.
1847C
Vampiric Powers, anyone? · Tutorial
Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
Roll_Num_56's solution

753.
1845C
Strong Password · Tutorial
Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
Roll_Num_56's solution

754.
1830A
Copil Copac Draws Trees · Tutorial
Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
Roll_Num_56's solution

755.
1837D
Bracket Coloring · Tutorial
Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

756.
1824A
LuoTianyi and the Show · Tutorial
Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

757.
1762C
Binary Strings are Fun · Tutorial
Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

758.
1773E
Easy Assembly · Tutorial
Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Roll_Num_56's solution

759.
1764C
Doremy's City Construction · Tutorial
Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
Roll_Num_56's solution

760.
1758C
Almost All Multiples · Tutorial
Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
Roll_Num_56's solution

761.
1761C
Set Construction · Tutorial
Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
Roll_Num_56's solution

762.
1750C
Complementary XOR · Tutorial
Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Roll_Num_56's solution

763.
1740C
Bricks and Bags · Tutorial
Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
Roll_Num_56's solution

764.
1749C
Number Game · Tutorial
Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
Roll_Num_56's solution

765.
1733D1
Zero-One (Easy Version) · Tutorial
Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

766.
1728C
Digital Logarithm · Tutorial
Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
Roll_Num_56's solution

767.
1705C
Mark and His Unfinished Essay · Tutorial
Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
Roll_Num_56's solution

768.
1696C
Fishingprince Plays With Array · Tutorial
Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Roll_Num_56's solution

769.
1691C
Sum of Substrings · Tutorial
Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Roll_Num_56's solution

770.
1682C
LIS or Reverse LIS? · Tutorial
Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Roll_Num_56's solution

771.
1684C
Column Swapping · Tutorial
Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
Roll_Num_56's solution

772.
1679C
Rooks Defenders · Tutorial
Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
Roll_Num_56's solution

773.
1103A
Grid game · Tutorial
Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Roll_Num_56's solution

774.
1676H1
Maximum Crossings (Easy Version) · Tutorial
Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Roll_Num_56's solution

775.
1190A
Tokitsukaze and Discard Items · Tutorial
Quality: 9,807 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
Roll_Num_56's solution

776.
1670C
Where is the Pizza? · Tutorial
Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
Roll_Num_56's solution

777.
1540A
Great Graphs · Tutorial
Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
Roll_Num_56's solution

778.
1648A
Weird Sum · Tutorial
Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
Roll_Num_56's solution

779.
1609C
Complex Market Analysis · Tutorial
Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
Roll_Num_56's solution

780.
1605C
Dominant Character · Tutorial
Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
Roll_Num_56's solution

781.
1606C
Banknotes · Tutorial
Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
Roll_Num_56's solution

782.
1579D
Productive Meeting · Tutorial
Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Roll_Num_56's solution

783.
1559D1
Mocha and Diana (Easy Version) · Tutorial
Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
Roll_Num_56's solution

784.
1548A
Web of Lies · Tutorial
Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
Roll_Num_56's solution

785.
1535C
Unstable String · Tutorial
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Roll_Num_56's solution

786.
1526B
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Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
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787.
1520E
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788.
1515C
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789.
1519C
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790.
1517C
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Roll_Num_56's solution

791.
1513B
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792.
1506D
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793.
1494B
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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
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794.
1490E
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Roll_Num_56's solution

795.
1475C
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Roll_Num_56's solution

796.
1468C
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Roll_Num_56's solution

797.
1463B
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Roll_Num_56's solution

798.
1462D
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Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Roll_Num_56's solution

799.
1453B
Suffix Operations · Tutorial
Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Roll_Num_56's solution

800.
1457C
Bouncing Ball · Tutorial
Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Roll_Num_56's solution

801.
1451C
String Equality · Tutorial
Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
Roll_Num_56's solution

802.
1452B
Toy Blocks · Tutorial
Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
Roll_Num_56's solution

803.
1431B
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804.
1443C
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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Roll_Num_56's solution

805.
1427B
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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Roll_Num_56's solution

806.
1408B
Arrays Sum · Tutorial
Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

807.
1393B
Applejack and Storages · Tutorial
Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

808.
1380C
Create The Teams · Tutorial
Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
Roll_Num_56's solution

809.
1380B
Universal Solution · Tutorial
Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Roll_Num_56's solution

810.
1375C
Element Extermination · Tutorial
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Roll_Num_56's solution

811.
1374D
Zero Remainder Array · Tutorial
Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
Roll_Num_56's solution

812.
1369C
RationalLee · Tutorial
Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
Roll_Num_56's solution

813.
1370C
Number Game · Tutorial
Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
Roll_Num_56's solution

814.
1061B
Views Matter · Tutorial
Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
Roll_Num_56's solution

815.
1365C
Rotation Matching · Tutorial
Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

816.
1362C
Johnny and Another Rating Drop · Tutorial
Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
Roll_Num_56's solution

817.
1363B
Subsequence Hate · Tutorial
Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
Roll_Num_56's solution

818.
1346B
Boot Camp · Tutorial
Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Roll_Num_56's solution

819.
1354C1
Simple Polygon Embedding · Tutorial
Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
Roll_Num_56's solution

820.
1355D
Game With Array · Tutorial
Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

821.
1350B
Orac and Models · Tutorial
Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
Roll_Num_56's solution

822.
1348B
Phoenix and Beauty · Tutorial
Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Roll_Num_56's solution

823.
1330B
Dreamoon Likes Permutations · Tutorial
Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

824.
1332B
Composite Coloring · Tutorial
Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
Roll_Num_56's solution

825.
1312C
Adding Powers · Tutorial
Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
Roll_Num_56's solution

826.
1321B
Journey Planning · Tutorial
Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
Roll_Num_56's solution

827.
1303B
National Project · Tutorial
Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math
Roll_Num_56's solution

828.
1279C
Stack of Presents · Tutorial
Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Roll_Num_56's solution

829.
1284B
New Year and Ascent Sequence · Tutorial
Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
Roll_Num_56's solution

830.
1270C
Make Good · Tutorial
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Roll_Num_56's solution

831.
1282B1
K for the Price of One (Easy Version) · Tutorial
Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Roll_Num_56's solution

832.
1266C
Diverse Matrix · Tutorial
Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Roll_Num_56's solution

833.
1277C
As Simple as One and Two · Tutorial
Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

834.
1263C
Everyone is a Winner! · Tutorial
Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
Roll_Num_56's solution

835.
1263B
PIN Codes · Tutorial
Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

836.
1253B
Silly Mistake · Tutorial
Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

837.
1251B
Binary Palindromes · Tutorial
Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Roll_Num_56's solution

838.
1200C
Round Corridor · Tutorial
Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Roll_Num_56's solution

839.
1201C
Maximum Median · Tutorial
Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
Roll_Num_56's solution

840.
1195C
Basketball Exercise · Tutorial
Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

841.
1167C
News Distribution · Tutorial
Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-05-21 · last AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
Roll_Num_56's solution

842.
1167B
Lost Numbers · Tutorial
Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
Roll_Num_56's solution

843.
1162B
Double Matrix · Tutorial
Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Roll_Num_56's solution

844.
1154C
Gourmet Cat · Tutorial
Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

845.
1131B
Draw! · Tutorial
Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

846.
2003D1
Turtle and a MEX Problem (Easy Version) · Tutorial
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

Roll_Num_56's solution

847.
2001C
Guess The Tree · Tutorial
Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
Roll_Num_56's solution

848.
1997D
Maximize the Root · Tutorial
Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
Roll_Num_56's solution

849.
1949B
Charming Meals · Tutorial
Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
Roll_Num_56's solution

850.
1882C
Card Game · Tutorial
Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
Roll_Num_56's solution

851.
1858B
The Walkway · Tutorial
Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
Roll_Num_56's solution

852.
1842C
Tenzing and Balls · Tutorial
Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
Roll_Num_56's solution

853.
1814C
Search in Parallel · Tutorial
Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Roll_Num_56's solution

854.
1776L
Controllers · Tutorial
Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
Roll_Num_56's solution

855.
1789C
Serval and Toxel's Arrays · Tutorial
Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
Roll_Num_56's solution

856.
1795C
Tea Tasting · Tutorial
Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

implementation
Roll_Num_56's solution

857.
1774B
Coloring · Tutorial
Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

858.
1767D
Playoff · Tutorial
Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
Roll_Num_56's solution

859.
1765K
Torus Path · Tutorial
Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Roll_Num_56's solution

860.
1765N
Number Reduction · Tutorial
Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Roll_Num_56's solution

861.
1740D
Knowledge Cards · Tutorial
Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
Roll_Num_56's solution

862.
1732D1
Balance (Easy version) · Tutorial
Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
Roll_Num_56's solution

863.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
Roll_Num_56's solution

864.
1739C
Card Game · Tutorial
Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
Roll_Num_56's solution

865.
1725G
Garage · Tutorial
Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
Roll_Num_56's solution

866.
1676H2
Maximum Crossings (Hard Version) · Tutorial
Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

sortings
Roll_Num_56's solution

867.
1675E
Replace With the Previous, Minimize · Tutorial
Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
Roll_Num_56's solution

868.
1673C
Palindrome Basis · Tutorial
Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
Roll_Num_56's solution

869.
1646C
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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
Roll_Num_56's solution

870.
1621B
Integers Shop · Tutorial
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
Roll_Num_56's solution

871.
1616C
Representative Edges · Tutorial
Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
Roll_Num_56's solution

872.
1575J
Jeopardy of Dropped Balls · Tutorial
Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
Roll_Num_56's solution

873.
1579C
Ticks · Tutorial
Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

874.
1569C
Jury Meeting · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

875.
1562C
Rings · Tutorial
Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

876.
1552B
Running for Gold · Tutorial
Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

Roll_Num_56's solution

877.
1553D
Backspace · Tutorial
Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
Roll_Num_56's solution

878.
1545A
AquaMoon and Strange Sort · Tutorial
Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings
Roll_Num_56's solution

879.
1542B
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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

880.
1538F
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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory
Roll_Num_56's solution

881.
1536C
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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
Roll_Num_56's solution

882.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
Roll_Num_56's solution

883.
1515D
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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
Roll_Num_56's solution

884.
1516B
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Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
Roll_Num_56's solution

885.
1506E
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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Roll_Num_56's solution

886.
1492C
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Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

Roll_Num_56's solution

887.
455A
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Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
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888.
1486B
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Roll_Num_56's solution

889.
1490F
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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Roll_Num_56's solution

890.
1487D
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Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Roll_Num_56's solution

891.
1487C
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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
Roll_Num_56's solution

892.
1473C
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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

893.
1466D
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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
Roll_Num_56's solution

894.
1462E1
Close Tuples (easy version) · Tutorial
Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
Roll_Num_56's solution

895.
1461C
Random Events · Tutorial
Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Roll_Num_56's solution

896.
1431D
Used Markers · Tutorial
Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Roll_Num_56's solution

897.
1444A
Division · Tutorial
Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Roll_Num_56's solution

898.
1436C
Binary Search · Tutorial
Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
Roll_Num_56's solution

899.
1408C
Discrete Acceleration · Tutorial
Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
Roll_Num_56's solution

900.
1426D
Non-zero Segments · Tutorial
Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Roll_Num_56's solution

901.
1416A
k-Amazing Numbers · Tutorial
Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Roll_Num_56's solution

902.
1419D2
Sage's Birthday (hard version) · Tutorial
Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
Roll_Num_56's solution

903.
1419C
Killjoy · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Roll_Num_56's solution

904.
1418C
Mortal Kombat Tower · Tutorial
Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
Roll_Num_56's solution

905.
1404A
Balanced Bitstring · Tutorial
Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Roll_Num_56's solution

906.
1409D
Decrease the Sum of Digits · Tutorial
Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Roll_Num_56's solution

907.
1397B
Power Sequence · Tutorial
Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
Roll_Num_56's solution

908.
1400C
Binary String Reconstruction · Tutorial
Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
Roll_Num_56's solution

909.
1391C
Cyclic Permutations · Tutorial
Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Roll_Num_56's solution

910.
1399D
Binary String To Subsequences · Tutorial
Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

911.
1389C
Good String · Tutorial
Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
Roll_Num_56's solution

912.
1379A
Acacius and String · Tutorial
Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Roll_Num_56's solution

913.
1379B
Dubious Cyrpto · Tutorial
Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Roll_Num_56's solution

914.
1385D
a-Good String · Tutorial
Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
Roll_Num_56's solution

915.
1372C
Omkar and Baseball · Tutorial
Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

916.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Roll_Num_56's solution

917.
1368C
Even Picture · Tutorial
Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
Roll_Num_56's solution

918.
1366C
Palindromic Paths · Tutorial
Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
Roll_Num_56's solution

919.
1211B
Traveling Around the Golden Ring of Berland · Tutorial
Quality: 800 global accepts · Rating: 1500 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

920.
1352F
Binary String Reconstruction · Tutorial
Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
Roll_Num_56's solution

921.
1352E
Special Elements · Tutorial
Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
Roll_Num_56's solution

922.
1341C
Nastya and Strange Generator · Tutorial
Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

923.
1339C
Powered Addition · Tutorial
Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
Roll_Num_56's solution

924.
1332C
K-Complete Word · Tutorial
Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
Roll_Num_56's solution

925.
1326D1
Prefix-Suffix Palindrome (Easy version) · Tutorial
Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
Roll_Num_56's solution

926.
1307C
Cow and Message · Tutorial
Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
Roll_Num_56's solution

927.
1325C
Ehab and Path-etic MEXs · Tutorial
Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
Roll_Num_56's solution

928.
1301B
Motarack's Birthday · Tutorial
Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
Roll_Num_56's solution

929.
1300C
Anu Has a Function · Tutorial
Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Roll_Num_56's solution

930.
1278B
A and B · Tutorial
Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Roll_Num_56's solution

931.
1283C
Friends and Gifts · Tutorial
Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
Roll_Num_56's solution

932.
1269B
Modulo Equality · Tutorial
Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
Roll_Num_56's solution

933.
1272D
Remove One Element · Tutorial
Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
Roll_Num_56's solution

934.
1265C
Beautiful Regional Contest · Tutorial
Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

935.
1263D
Secret Passwords · Tutorial
Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
Roll_Num_56's solution

936.
1253C
Sweets Eating · Tutorial
Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
Roll_Num_56's solution

937.
1243C
Tile Painting · Tutorial
Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

Roll_Num_56's solution

938.
102348G
Swap Letters · Tutorial
Rating: 1500 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

939.
1208B
Uniqueness · Tutorial
Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
Roll_Num_56's solution

940.
1207C
Gas Pipeline · Tutorial
Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

941.
1203E
Boxers · Tutorial
Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Roll_Num_56's solution

942.
1201B
Zero Array · Tutorial
Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Roll_Num_56's solution

943.
1195D1
Submarine in the Rybinsk Sea (easy edition) · Tutorial
Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

944.
1181B
Split a Number · Tutorial
Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Roll_Num_56's solution

945.
1169B
Pairs · Tutorial
Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
Roll_Num_56's solution

946.
1159C
The Party and Sweets · Tutorial
Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Roll_Num_56's solution

947.
1163B1
Cat Party (Easy Edition) · Tutorial
Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Roll_Num_56's solution

948.
1162C
Hide and Seek · Tutorial
Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

Roll_Num_56's solution

949.
1154D
Walking Robot · Tutorial
Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Roll_Num_56's solution

950.
1133D
Zero Quantity Maximization · Tutorial
Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
Roll_Num_56's solution

951.
1976C
Job Interview · Tutorial
Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
Roll_Num_56's solution

952.
1946C
Tree Cutting · Tutorial
Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
Roll_Num_56's solution

953.
1938H
Pho Restaurant · Tutorial
Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

954.
1920C
Partitioning the Array · Tutorial
Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
Roll_Num_56's solution

955.
1886C
Decreasing String · Tutorial
Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Roll_Num_56's solution

956.
1861C
Queries for the Array · Tutorial
Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
Roll_Num_56's solution

957.
1849C
Binary String Copying · Tutorial
Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
Roll_Num_56's solution

958.
1806C
Sequence Master · Tutorial
Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

Roll_Num_56's solution

959.
1795D
Triangle Coloring · Tutorial
Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

960.
1778C
Flexible String · Tutorial
Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
Roll_Num_56's solution

961.
1779C
Least Prefix Sum · Tutorial
Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Roll_Num_56's solution

962.
1774D
Same Count One · Tutorial
Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
Roll_Num_56's solution

963.
1766D
Lucky Chains · Tutorial
Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

964.
1771C
Hossam and Trainees · Tutorial
Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
Roll_Num_56's solution

965.
1748C
Zero-Sum Prefixes · Tutorial
Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Roll_Num_56's solution

966.
1753B
Factorial Divisibility · Tutorial
Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

967.
1730B
Meeting on the Line · Tutorial
Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
Roll_Num_56's solution

968.
1098A
Sum in the tree · Tutorial
Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
Roll_Num_56's solution

969.
1687A
The Enchanted Forest · Tutorial
Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
Roll_Num_56's solution

970.
1086A
Connect Three · Tutorial
Rating: 1600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

971.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
Roll_Num_56's solution

972.
1240A
Save the Nature · Tutorial
Rating: 1600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
Roll_Num_56's solution

973.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
Roll_Num_56's solution

974.
1633D
Make Them Equal · Tutorial
Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

975.
1632C
Strange Test · Tutorial
Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
Roll_Num_56's solution

976.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
Roll_Num_56's solution

977.
1622C
Set or Decrease · Tutorial
Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
Roll_Num_56's solution

978.
1615C
Menorah · Tutorial
Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
Roll_Num_56's solution

979.
1609D
Social Network · Tutorial
Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation,

trees
Roll_Num_56's solution

980.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
Roll_Num_56's solution

981.
1612D
X-Magic Pair · Tutorial
Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

982.
1607E
Robot on the Board 1 · Tutorial
Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Roll_Num_56's solution

983.
1603B
Moderate Modular Mode · Tutorial
Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

984.
1582D
Vupsen, Pupsen and 0 · Tutorial
Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

985.
1593E
Gardener and Tree · Tutorial
Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
Roll_Num_56's solution

986.
1566D2
Seating Arrangements (hard version) · Tutorial
Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
Roll_Num_56's solution

987.
1567C
Carrying Conundrum · Tutorial
Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
Roll_Num_56's solution

988.
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
Roll_Num_56's solution

989.
1530D
Secret Santa · Tutorial
Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

Roll_Num_56's solution

990.
1542C
Strange Function · Tutorial
Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

991.
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
Roll_Num_56's solution

992.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
Roll_Num_56's solution

993.
1523C
Compression and Expansion · Tutorial
Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
Roll_Num_56's solution

994.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,762 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
Roll_Num_56's solution

995.
453A
Little Pony and Expected Maximum · Tutorial
Quality: 12,444 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: probabilities
Roll_Num_56's solution

996.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
Roll_Num_56's solution

997.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
Roll_Num_56's solution

998.
343A
Rational Resistance · Tutorial
Quality: 10,083 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

999.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
Roll_Num_56's solution

1000.
1519D
Maximum Sum of Products · Tutorial
Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
Roll_Num_56's solution

1001.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
Roll_Num_56's solution

1002.
1511D
Min Cost String · Tutorial
Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
Roll_Num_56's solution

1003.
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1687B
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1086B
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1100.
1229A
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1621C
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1608C
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1611E1
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1586C
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1598D
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1594D
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1571E
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Roll_Num_56's solution

1110.
1592C
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Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
Roll_Num_56's solution

1111.
1580A
Portal · Tutorial
Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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1112.
1578H
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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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1113.
1579E2
Array Optimization by Deque · Tutorial
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1114.
1579F
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1115.
1562D1
Two Hundred Twenty One (easy version) · Tutorial
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1116.
1561D1
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1117.
1557C
Moamen and XOR · Tutorial
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1118.
1554B
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1119.
1550C
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1120.
1537D
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1121.
1538D
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1122.
1528B
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Roll_Num_56's solution

1123.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Roll_Num_56's solution

1124.
1512G
Short Task · Tutorial
Quality: 9,394 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
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1125.
1503B
3-Coloring · Tutorial
Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
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1126.
1497E1
Square-Free Division (easy version) · Tutorial
Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
Roll_Num_56's solution

1127.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Roll_Num_56's solution

1128.
1485C
Floor and Mod · Tutorial
Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Roll_Num_56's solution

1129.
1479A
Searching Local Minimum · Tutorial
Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
Roll_Num_56's solution

1130.
1476D
Journey · Tutorial
Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
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1131.
1474C
Array Destruction · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
Roll_Num_56's solution

1132.
1473D
Program · Tutorial
Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

Roll_Num_56's solution

1133.
1472E
Correct Placement · Tutorial
Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
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1134.
1467B
Hills And Valleys · Tutorial
Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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1135.
1469D
Ceil Divisions · Tutorial
Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Roll_Num_56's solution

1136.
1468D
Firecrackers · Tutorial
Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
Roll_Num_56's solution

1137.
1468F
Full Turn · Tutorial
Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
Roll_Num_56's solution

1138.
1464A
Peaceful Rooks · Tutorial
Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
Roll_Num_56's solution

1139.
1462E2
Close Tuples (hard version) · Tutorial
Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
Roll_Num_56's solution

1140.
1453C
Triangles · Tutorial
Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

1141.
1435D
Shurikens · Tutorial
Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules
Roll_Num_56's solution

1142.
1430D
String Deletion · Tutorial
Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Roll_Num_56's solution

1143.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1144.
1406C
Link Cut Centroids · Tutorial
Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
Roll_Num_56's solution

1145.
1400B
RPG Protagonist · Tutorial
Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Roll_Num_56's solution

1146.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1147.
1393C
Pinkie Pie Eats Patty-cakes · Tutorial
Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Roll_Num_56's solution

1148.
1383A
String Transformation 1 · Tutorial
Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
Roll_Num_56's solution

1149.
1381A2
Prefix Flip (Hard Version) · Tutorial
Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
Roll_Num_56's solution

1150.
1368D
AND, OR and square sum · Tutorial
Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
Roll_Num_56's solution

1151.
1061C
Multiplicity · Tutorial
Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
Roll_Num_56's solution

1152.
1365D
Solve The Maze · Tutorial
Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
Roll_Num_56's solution

1153.
1362D
Johnny and Contribution · Tutorial
Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
Roll_Num_56's solution

1154.
1359C
Mixing Water · Tutorial
Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Roll_Num_56's solution

1155.
1360F
Spy-string · Tutorial
Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
Roll_Num_56's solution

1156.
1211C
Ice Cream · Tutorial
Quality: 568 global accepts · Rating: 1700 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
Roll_Num_56's solution

1157.
1343D
Constant Palindrome Sum · Tutorial
Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
Roll_Num_56's solution

1158.
1341D
Nastya and Scoreboard · Tutorial
Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
Roll_Num_56's solution

1159.
1337D
Xenia and Colorful Gems · Tutorial
Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
Roll_Num_56's solution

1160.
1335E1
Three Blocks Palindrome (easy version) · Tutorial
Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Roll_Num_56's solution

1161.
1333C
Eugene and an array · Tutorial
Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Roll_Num_56's solution

1162.
1332D
Walk on Matrix · Tutorial
Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Roll_Num_56's solution

1163.
1325D
Ehab the Xorcist · Tutorial
Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
Roll_Num_56's solution

1164.
1312D
Count the Arrays · Tutorial
Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1165.
1320B
Navigation System · Tutorial
Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
Roll_Num_56's solution

1166.
1301C
Ayoub's function · Tutorial
Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
Roll_Num_56's solution

1167.
1295B
Infinite Prefixes · Tutorial
Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
Roll_Num_56's solution

1168.
1278C
Berry Jam · Tutorial
Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
Roll_Num_56's solution

1169.
1279D
Santa's Bot · Tutorial
Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
Roll_Num_56's solution

1170.
1293D
Aroma's Search · Tutorial
Rating: 1700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
Roll_Num_56's solution

1171.
1268A
Long Beautiful Integer · Tutorial
Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Roll_Num_56's solution

1172.
1281C
Cut and Paste · Tutorial
Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

1173.
1260C
Infinite Fence · Tutorial
Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Roll_Num_56's solution

1174.
1261A
Messy · Tutorial
Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
Roll_Num_56's solution

1175.
1253D
Harmonious Graph · Tutorial
Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Roll_Num_56's solution

1176.
1257D
Yet Another Monster Killing Problem · Tutorial
Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
Roll_Num_56's solution

1177.
1248C
Ivan the Fool and the Probability Theory · Tutorial
Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1178.
1237C1
Balanced Removals (Easier) · Tutorial
Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
Roll_Num_56's solution

1179.
1209D
Cow and Snacks · Tutorial
Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
Roll_Num_56's solution

1180.
1204C
Anna, Svyatoslav and Maps · Tutorial
Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
Roll_Num_56's solution

1181.
118D
Caesar's Legions · Tutorial
Quality: 20,484 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1182.
1185D
Extra Element · Tutorial
Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Roll_Num_56's solution

1183.
1182C
Beautiful Lyrics · Tutorial

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
Roll_Num_56's solution

1184.
1148C
Crazy Diamond · Tutorial
Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Roll_Num_56's solution

1185.
1168A
Increasing by Modulo · Tutorial
Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Roll_Num_56's solution

1186.
466C
Number of Ways · Tutorial
Quality: 41,894 global accepts · Rating: 1700 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Roll_Num_56's solution

1187.
627A
XOR Equation · Tutorial
Quality: 4,798 global accepts · Rating: 1700 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Roll_Num_56's solution

1188.
1157E
Minimum Array · Tutorial
Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · last AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Roll_Num_56's solution

1189.
1157C2
Increasing Subsequence (hard version) · Tutorial
Quality: 9,086 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
Roll_Num_56's solution

1190.
1153C
Serval and Parenthesis Sequence · Tutorial
Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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1191.
1118C
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Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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1192.
2025D
Attribute Checks · Tutorial
Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
Roll_Num_56's solution

1193.
2022C
Gerrymandering · Tutorial
Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
Roll_Num_56's solution

1194.
2005C
Lazy Narek · Tutorial
Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
Roll_Num_56's solution

1195.
1979D
Fixing a Binary String · Tutorial
Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
Roll_Num_56's solution

1196.
1981C
Turtle and an Incomplete Sequence · Tutorial
Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
Roll_Num_56's solution

1197.
1954D
Colored Balls · Tutorial
Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
Roll_Num_56's solution

1198.
1949I
Disks · Tutorial
Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
Roll_Num_56's solution

1199.
1870D
Prefix Purchase · Tutorial
Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Roll_Num_56's solution

1200.
1867D
Cyclic Operations · Tutorial
Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
Roll_Num_56's solution

1201.
1861D
Sorting By Multiplication · Tutorial
Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1202.
1846F
Rudolph and Mimic · Tutorial
Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
Roll_Num_56's solution

1203.
1845D
Rating System · Tutorial
Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
Roll_Num_56's solution

1204.
1841C
Ranom Numbers · Tutorial
Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
Roll_Num_56's solution

1205.
1824B1
LuoTianyi and the Floating Islands (Easy Version) · Tutorial
Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
Roll_Num_56's solution

1206.
1768D
Lucky Permutation · Tutorial
Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
Roll_Num_56's solution

1207.
1758D
Range = " Sum Tutorial
Quality: 8,476 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
Roll_Num_56's solution

1208.
687B
Remainders Game · Tutorial
Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
Roll_Num_56's solution

1209.
1750D
Count GCD · Tutorial
Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

1210.
1740E
Hanging Hearts · Tutorial
Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1211.
1732C1
Sheikh (Easy version) · Tutorial
Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
Roll_Num_56's solution

1212.
1729E
Guess the Cycle Size · Tutorial
Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities
Roll_Num_56's solution

1213.
1053A
Vasya and Triangle · Tutorial
Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry
Roll_Num_56's solution

1214.
1728D
Letter Picking · Tutorial
Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
Roll_Num_56's solution

1215.
1725H
Hot Black Hot White · Tutorial
Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

1216.
1725M
Moving Both Hands · Tutorial
Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
Roll_Num_56's solution

1217.
1721D
Maximum AND · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
Roll_Num_56's solution

1218.
1720D1
Xor-Subsequence (easy version) · Tutorial
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1219.
1083A
The Fair Nut and the Best Path · Tutorial
Quality: 6,272 global accepts · Rating: 1800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
Roll_Num_56's solution

1220.
1691D
Max GEQ Sum · Tutorial
Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
Roll_Num_56's solution

1221.
1172A
Nauuo and Cards · Tutorial
Quality: 5,177 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

1222.
1190B
Tokitsukaze, CSL and Stone Game · Tutorial
Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: games
Roll_Num_56's solution

1223.
1675F
Vlad and Unfinished Business · Tutorial
Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1224.
1674F
Desktop Rearrangement · Tutorial
Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
Roll_Num_56's solution

1225.
1666L
Labyrinth · Tutorial
Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
Roll_Num_56's solution

1226.
1666C
Connect the Points · Tutorial
Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry
Roll_Num_56's solution

1227.
1648B
Integral Array · Tutorial
Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
Roll_Num_56's solution

1228.
1637D
Yet Another Minimization Problem · Tutorial
Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
Roll_Num_56's solution

1229.
1619D
New Year's Problem · Tutorial
Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
Roll_Num_56's solution

1230.
1620C
BA-String · Tutorial
Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
Roll_Num_56's solution

1231.
1611F
ATM and Students · Tutorial
Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
Roll_Num_56's solution

1232.
1582F1
Korney Korneevich 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
Roll_Num_56's solution

1233.
1586D
Omkar and the Meaning of Life · Tutorial
Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
Roll_Num_56's solution

1234.
1571D
Sweepstake · Tutorial
Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math
Roll_Num_56's solution

1235.
1571C
Rhyme · Tutorial
Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

1236.
1548B
Integers Have Friends · Tutorial
Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
Roll_Num_56's solution

1237.
1575D
Divisible by Twenty-Five · Tutorial
Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp
Roll_Num_56's solution

1238.
1572A
Book · Tutorial
Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
Roll_Num_56's solution

1239.
1556D
Take a Guess · Tutorial
Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Roll_Num_56's solution

1240.
1556C
Compressed Bracket Sequence · Tutorial
Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Roll_Num_56's solution

1241.
1552D
Array Differentiation · Tutorial
Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
Roll_Num_56's solution

1242.
1560E
Polycarp and String Transformation · Tutorial
Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
Roll_Num_56's solution

1243.
1554D
Diane · Tutorial
Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
Roll_Num_56's solution

1244.
1554C
Mikasa · Tutorial
Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
Roll_Num_56's solution

1245.
1552C
Maximize the Intersections · Tutorial
Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
Roll_Num_56's solution

1246.
1535D
Playoff Tournament · Tutorial
Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
Roll_Num_56's solution

1247.
1525D
Armchairs · Tutorial
Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
Roll_Num_56's solution

1248.
1249D2
Too Many Segments (hard version) · Tutorial
Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
Roll_Num_56's solution

1249.
1330C
Dreamoon Likes Coloring · Tutorial
Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

1250.
1517D
Explorer Space · Tutorial
Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
Roll_Num_56's solution

1251.
1509E
Almost Sorted · Tutorial
Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Roll_Num_56's solution

1252.
1509C
The Sports Festival · Tutorial
Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1253.
1500A
Going Home · Tutorial
Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math
Roll_Num_56's solution

1254.
1488B
RBS Deletion · Tutorial
Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Roll_Num_56's solution

1255.
1491D
Zookeeper and The Infinite Zoo · Tutorial
Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Roll_Num_56's solution

1256.
220B
Little Elephant and Array · Tutorial
Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
Roll_Num_56's solution

1257.
1477A
Nezzar and Board · Tutorial
Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

1258.
1475D
Cleaning the Phone · Tutorial
Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
Roll_Num_56's solution

1259.
1450D
Rating Compression · Tutorial
Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
Roll_Num_56's solution

1260.
1466E
Apollo versus Pan · Tutorial
Quality: 8,364 global accepts · Rating: 1800 · first AC: 2021-01-01 · last AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
Roll_Num_56's solution

1261.
1468J
Road Reform · Tutorial
Quality: 5,908 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
Roll_Num_56's solution

1262.
1463C
Busy Robot · Tutorial
Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Roll_Num_56's solution

1263.
1462F
The Treasure of The Segments · Tutorial
Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Roll_Num_56's solution

1264.
1446B
Catching Cheaters · Tutorial
Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1265.
1402A
Fancy Fence · Tutorial
Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
Roll_Num_56's solution

1266.
1442B
Identify the Operations · Tutorial
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
Roll_Num_56's solution

1267.
1442A
Extreme Subtraction · Tutorial
Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Roll_Num_56's solution

1268.
1437C
Chef Monocarp · Tutorial
Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
Roll_Num_56's solution

1269.
1426E
Rock, Paper, Scissors · Tutorial
Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
Roll_Num_56's solution

1270.
1420D
Rescue Nibel! · Tutorial
Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings
Roll_Num_56's solution

1271.
1409E
Two Platforms · Tutorial
Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
Roll_Num_56's solution

1272.
1396B
Stoned Game · Tutorial
Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
Roll_Num_56's solution

1273.
1401D
Maximum Distributed Tree · Tutorial
Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
Roll_Num_56's solution

1274.
1398D
Colored Rectangles · Tutorial
Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Roll_Num_56's solution

1275.
1394A
Boboniu Chats with Du · Tutorial
Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
Roll_Num_56's solution

1276.
988D
Points and Powers of Two · Tutorial
Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Roll_Num_56's solution

1277.
986B
Petr and Permutations · Tutorial
Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1278.
1388C
Uncle Bogdan and Country Happiness · Tutorial
Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
Roll_Num_56's solution

1279.
1381B
Unmerge · Tutorial
Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1280.
1355C
Count Triangles · Tutorial
Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
Roll_Num_56's solution

1281.
1335E2
Three Blocks Palindrome (hard version) · Tutorial
Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
Roll_Num_56's solution

1282.
1339D
Edge Weight Assignment · Tutorial
Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees
Roll_Num_56's solution

1283.
1334D
Minimum Euler Cycle · Tutorial
Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
Roll_Num_56's solution

1284.
983B
XOR-pyramid · Tutorial
Quality: 6,309 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1285.
1328D
Carousel · Tutorial
Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
Roll_Num_56's solution

1286.
1327E
Count The Blocks · Tutorial
Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1287.
1326D2
Prefix-Suffix Palindrome (Hard version) · Tutorial
Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
Roll_Num_56's solution

1288.
1324F
Maximum White Subtree · Tutorial
Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Roll_Num_56's solution

1289.
1316C
Primitive Primes · Tutorial
Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search
Roll_Num_56's solution

1290.
1295D
Same GCDs · Tutorial
Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Roll_Num_56's solution

1291.
1148D
Dirty Deeds Done Dirt Cheap · Tutorial
Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Roll_Num_56's solution

1292.
1283E
New Year Parties · Tutorial
Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-26 · last AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1293.
1283D
Christmas Trees · Tutorial
Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
Roll_Num_56's solution

1294.
1286B
Numbers on Tree · Tutorial

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
Roll_Num_56's solution

1295.
1287C
Garland · Tutorial
Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Roll_Num_56's solution

1296.
1282C
Petya and Exam · Tutorial
Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
Roll_Num_56's solution

1297.
1281D
Beingawesomeism · Tutorial
Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Roll_Num_56's solution

1298.
1267J
Just Arrange the Icons · Tutorial
Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Roll_Num_56's solution

1299.
1267L
Lexicography · Tutorial
Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
Roll_Num_56's solution

1300.
1262D2
Optimal Subsequences (Hard Version) · Tutorial
Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
Roll_Num_56's solution

1301.
1254B1
Send Boxes to Alice (Easy Version) · Tutorial
Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
Roll_Num_56's solution

1302.
1247D
Power Products · Tutorial
Rating: 1800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory
Roll_Num_56's solution

1303.
1249D1
Too Many Segments (easy version) · Tutorial
Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Roll_Num_56's solution

1304.
1208C
Magic Grid · Tutorial
Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Roll_Num_56's solution

1305.
1207D
Number Of Permutations · Tutorial
Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-23 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
Roll_Num_56's solution

1306.
580D
Kefa and Dishes · Tutorial
Quality: 11,877 global accepts · Rating: 1800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
Roll_Num_56's solution

1307.
1195D2
Submarine in the Rybinsk Sea (hard edition) · Tutorial
Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

1308.
1152C
Neko does Maths · Tutorial
Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
Roll_Num_56's solution

1309.
1151C
Problem for Nazar · Tutorial
Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

1310.
1154E
Two Teams · Tutorial
Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
Roll_Num_56's solution

1311.
2022D1
Asesino (Easy Version) · Tutorial
Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
Roll_Num_56's solution

1312.
2001D
Longest Max Min Subsequence · Tutorial
Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

1313.
1989D
Smithing Skill · Tutorial
Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
Roll_Num_56's solution

1314.
1977C
Nikita and LCM · Tutorial
Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
Roll_Num_56's solution

1315.
1949C
Annual Ants' Gathering · Tutorial
Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1316.
1946D
Birthday Gift · Tutorial
Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
Roll_Num_56's solution

1317.
1938C
Bit Counting Sequence · Tutorial
Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

1318.
1922D
Berserk Monsters · Tutorial
Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
Roll_Num_56's solution

1319.
1920D
Array Repetition · Tutorial
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1887A2
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1773K
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1689D
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1679D
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1172B
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1677C
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1673D
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1656D
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1648C
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1620E
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1613D
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1601B
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1593D2
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implementation, sortings, two pointers
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1558B
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1356.
1560F1
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1357.
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1543C
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Roll_Num_56's solution

1359.
1527B2
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Roll_Num_56's solution

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1313C2
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Roll_Num_56's solution

1362.
1509D
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Roll_Num_56's solution

1363.
1470B
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1512F
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1483B
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1366.
1488D
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1488C
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1492D
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1370.
1077F1
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1371.
1486C2
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1490G
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1373.
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1477B
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1475F
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Roll_Num_56's solution

1376.
1475G
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Roll_Num_56's solution

1377.
1467C
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1378.
1463D
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1453D
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935D
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1382.
1435C
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1436D
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1428D
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1430E
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1386.
1423B
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1404B
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Roll_Num_56's solution

1388.
448C
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1389.
1400D
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1365E
Maximum Subsequence Value · Tutorial
Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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965D
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Roll_Num_56's solution

1392.
1383B
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1393.
1375D
Replace by MEX · Tutorial
Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
Roll_Num_56's solution

1394.
1371E1
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1395.
1369D
TediousLee · Tutorial
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Roll_Num_56's solution

1396.
1367E
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1397.
1361B
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1398.
1358D
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1399.
1360G
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1400.
1353E
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1402.
456D
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1403.
1348D
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1404.
1342D
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Roll_Num_56's solution

1405.
1328E
Tree Queries · Tutorial
Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Roll_Num_56's solution

1406.
1307D
Cow and Fields · Tutorial
Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
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1407.
1202D
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Roll_Num_56's solution

1408.
1311F
Moving Points · Tutorial
Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
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1409.
1303D
Fill The Bag · Tutorial
Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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1410.
1294E
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1411.
1285D
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1412.
1270D
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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
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1413.
1276B
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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
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1414.
1277D
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1415.
1264B
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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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1416.
1242B
0-1 MST · Tutorial
Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
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1417.
1237C2
Balanced Removals (Harder) · Tutorial
Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
Roll_Num_56's solution

1418.
660D
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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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1419.
1207E
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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
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1420.
366C
Dima and Salad · Tutorial
Quality: 5,883 global accepts · Rating: 1900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1421.
1206D
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Rating: 1900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs
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1422.
1175D
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1174D
Ehab and the Expected XOR Problem · Tutorial
Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
Roll_Num_56's solution

1424.
1155D
Beautiful Array · Tutorial
Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
Roll_Num_56's solution

1425.
1163C1
Power Transmission (Easy Edition) · Tutorial

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
Roll_Num_56's solution

1426.
1163C2
Power Transmission (Hard Edition) · Tutorial
Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math
Roll_Num_56's solution

1427.
1976D
Invertible Bracket Sequences · Tutorial
Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
Roll_Num_56's solution

1428.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
Roll_Num_56's solution

1429.
1951D
Buying Jewels · Tutorial
Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

1430.
1905D
Cyclic MEX · Tutorial
Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
Roll_Num_56's solution

1431.
1900D
Small GCD · Tutorial
Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
Roll_Num_56's solution

1432.
1841D
Pairs of Segments · Tutorial
Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
Roll_Num_56's solution

1433.
1830B
The BOSS Can Count Pairs · Tutorial
Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Roll_Num_56's solution

1434.
1827B1
Range Sorting (Easy Version) · Tutorial
Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
Roll_Num_56's solution

1435.
1764D
Doremy's Pegging Game · Tutorial
Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1436.
1665D
GCD Guess · Tutorial
Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
Roll_Num_56's solution

1437.
1733D2
Zero-One (Hard Version) · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1438.
1053B
Vasya and Good Sequences · Tutorial
Rating: 2000 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
Roll_Num_56's solution

1439.
1725C
Circular Mirror · Tutorial
Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
Roll_Num_56's solution

1440.
1716D
Chip Move · Tutorial
Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
Roll_Num_56's solution

1441.
1702G2
Passable Paths (hard version) · Tutorial
Quality: 5,790 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Roll_Num_56's solution

1442.
1696E
Placing Jinas · Tutorial
Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1443.
1083B
The Fair Nut and Strings · Tutorial
Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Roll_Num_56's solution

1444.
1690G
Count the Trains · Tutorial
Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings
Roll_Num_56's solution

1445.
1685B
Linguistics · Tutorial

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
Roll_Num_56's solution

1446.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
Roll_Num_56's solution

1447.
1103B
Game with modulo · Tutorial
Quality: 3,531 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Roll_Num_56's solution

1448.
1190D
Tokitsukaze and Strange Rectangle · Tutorial
Quality: 2,685 global accepts · Rating: 2000 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
Roll_Num_56's solution

1449.
1240B
Sequence Sorting · Tutorial
Rating: 2000 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers
Roll_Num_56's solution

1450.
1229B
Kamil and Making a Stream · Tutorial
Rating: 2000 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
Roll_Num_56's solution

1451.
1674E
Breaking the Wall · Tutorial
Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
Roll_Num_56's solution

1452.
1674G
Remove Directed Edges · Tutorial
Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
Roll_Num_56's solution

1453.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Roll_Num_56's solution

1454.
1657D
For Gamers. By Gamers. · Tutorial
Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
Roll_Num_56's solution

1455.
1646D
Weight the Tree · Tutorial
Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
Roll_Num_56's solution

1456.
1641B
Repetitions Decoding · Tutorial
Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
Roll_Num_56's solution

1457.
1634D
Finding Zero · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
Roll_Num_56's solution

1458.
1632D
New Year Concert · Tutorial
Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
Roll_Num_56's solution

1459.
1616D
Keep the Average High · Tutorial
Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
Roll_Num_56's solution

1460.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
Roll_Num_56's solution

1461.
1620D
Exact Change · Tutorial
Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Roll_Num_56's solution

1462.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
Roll_Num_56's solution

1463.
1612E
Messages · Tutorial
Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
Roll_Num_56's solution

1464.
1588B
Guess the Permutation · Tutorial
Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
Roll_Num_56's solution

1465.
1582E
Pchelyonok and Segments · Tutorial
Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
Roll_Num_56's solution

1466.
1599C
Bubble Strike · Tutorial
Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
Roll_Num_56's solution

1467.
1571F
Kotlinforces · Tutorial
Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp
Roll_Num_56's solution

1468.
1574D
The Strongest Build · Tutorial
Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
Roll_Num_56's solution

1469.
1566E
Buds Re-hanging · Tutorial
Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1470.
1567D
Expression Evaluation Error · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Roll_Num_56's solution

1471.
1558C
Bottom-Tier Reversals · Tutorial
Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

1472.
1551E
Fixed Points · Tutorial
Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
Roll_Num_56's solution

1473.
1536D
Omkar and Medians · Tutorial
Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
Roll_Num_56's solution

1474.
1514D
Cut and Stick · Tutorial
Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
Roll_Num_56's solution

1475.
1513D
GCD and MST · Tutorial
Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
Roll_Num_56's solution

1476.
1506G
Maximize the Remaining String · Tutorial
Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
Roll_Num_56's solution

1477.
1493C
K-beautiful Strings · Tutorial
Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
Roll_Num_56's solution

1478.
895C
Square Subsets · Tutorial
Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
Roll_Num_56's solution

1479.
1487E
Cheap Dinner · Tutorial
Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
Roll_Num_56's solution

1480.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Roll_Num_56's solution

1481.
1458B
Glass Half Spilled · Tutorial
Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1482.
1457D
XOR-gun · Tutorial
Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp
Roll_Num_56's solution

1483.
1454E
Number of Simple Paths · Tutorial
Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
Roll_Num_56's solution

1484.
1438C
Engineer Artem · Tutorial
Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

Roll_Num_56's solution

1485.
1431E
Chess Match · Tutorial
Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
Roll_Num_56's solution

1486.
1427C
The Hard Work of Paparazzi · Tutorial
Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-14 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1487.
1408D
Searchlights · Tutorial
Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
Roll_Num_56's solution

1488.
1416C
XOR Inverse · Tutorial
Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
Roll_Num_56's solution

1489.
1426F
Number of Subsequences · Tutorial
Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
Roll_Num_56's solution

1490.
1416B
Make Them Equal · Tutorial
Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

1491.
1391D
505 · Tutorial
Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
Roll_Num_56's solution

1492.
1399E1
Weights Division (easy version) · Tutorial
Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Roll_Num_56's solution

1493.
1388D
Captain Flint and Treasure · Tutorial
Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
Roll_Num_56's solution

1494.
1379C
Choosing flowers · Tutorial
Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

Roll_Num_56's solution

1495.
1385E
Directing Edges · Tutorial
Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Roll_Num_56's solution

1496.
1380D
Berserk And Fireball · Tutorial
Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
Roll_Num_56's solution

1497.
1370D
Odd-Even Subsequence · Tutorial
Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
Roll_Num_56's solution

1498.
1366D
Two Divisors · Tutorial
Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Roll_Num_56's solution

1499.
1363E
Tree Shuffling · Tutorial
Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1500.
1359E
Modular Stability · Tutorial
Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

1501.
1359D
Yet Another Yet Another Task · Tutorial
Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
Roll_Num_56's solution

1502.
118E
Bertown roads · Tutorial
Quality: 8,437 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Roll_Num_56's solution

1503.
1211E
Double Permutation Inc. · Tutorial
Quality: 216 global accepts · Rating: 2000 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
Roll_Num_56's solution

1504.
1211D
Teams · Tutorial
Quality: 252 global accepts · Rating: 2000 · first AC: 2020-05-22 · last AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math

Roll_Num_56's solution

1505.
1354C2
Not So Simple Polygon Embedding · Tutorial
Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
Roll_Num_56's solution

1506.
578C
Weakness and Poorness · Tutorial
Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: ternary search
Roll_Num_56's solution

1507.
1349B
Orac and Medians · Tutorial
Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

1508.
1344B
Monopole Magnets · Tutorial
Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
Roll_Num_56's solution

1509.
340E
Iahub and Permutations · Tutorial
Quality: 2,750 global accepts · Rating: 2000 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1510.
920F
SUM and REPLACE · Tutorial
Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
Roll_Num_56's solution

1511.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Roll_Num_56's solution

1512.
1288E
Messenger Simulator · Tutorial
Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Roll_Num_56's solution

1513.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Roll_Num_56's solution

1514.
1288D
Minimax Problem · Tutorial
Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
Roll_Num_56's solution

1515.
1269D
Domino for Young · Tutorial
Rating: 2000 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
Roll_Num_56's solution

1516.
1256E
Yet Another Division Into Teams · Tutorial
Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Roll_Num_56's solution

1517.
1257E
The Contest · Tutorial
Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1518.
1237D
Balanced Playlist · Tutorial
Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
Roll_Num_56's solution

1519.
1209E1
Rotate Columns (easy version) · Tutorial
Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
Roll_Num_56's solution

1520.
1204D1
Kirk and a Binary String (easy version) · Tutorial
Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
Roll_Num_56's solution

1521.
1156C
Match Points · Tutorial
Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
Roll_Num_56's solution

1522.
2005E1
Subtangle Game (Easy Version) · Tutorial
Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
Roll_Num_56's solution

1523.
2003D2
Turtle and a MEX Problem (Hard Version) · Tutorial
Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
Roll_Num_56's solution

1524.
1948E
Clique Partition · Tutorial
Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Roll_Num_56's solution

1525.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

1526.
1934D1
XOR Break --- Solo Version · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Roll_Num_56's solution

1527.
1920E
Counting Binary Strings · Tutorial
Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1528.
1900E
Transitive Graph · Tutorial
Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
Roll_Num_56's solution

1529.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
Roll_Num_56's solution

1530.
1866H
Happy Sets · Tutorial
Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
Roll_Num_56's solution

1531.
1866G
Grouped Carriages · Tutorial
Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
Roll_Num_56's solution

1532.
1863E
Speedrun · Tutorial
Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
Roll_Num_56's solution

1533.
1864E
Guess Game · Tutorial
Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
Roll_Num_56's solution

1534.
1810E
Monsters · Tutorial
Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
Roll_Num_56's solution

1535.
1808D
Petya, Petya, Petr, and Palindromes · Tutorial
Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
Roll_Num_56's solution

1536.
1799D2
Hot Start Up (hard version) · Tutorial
Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
Roll_Num_56's solution

1537.
1801D
The way home · Tutorial
Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
Roll_Num_56's solution

1538.
1776G
Another Wine Tasting Event · Tutorial
Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
Roll_Num_56's solution

1539.
1778D
Flexible String Revisit · Tutorial
Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Roll_Num_56's solution

1540.
1762D
GCD Queries · Tutorial
Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
Roll_Num_56's solution

1541.
1761D
Carry Bit · Tutorial
Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1542.
455C
Civilization · Tutorial
Quality: 6,469 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
Roll_Num_56's solution

1543.
919E
Congruence Equation · Tutorial
Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory
Roll_Num_56's solution

1544.
319C
Kalila and Dimna in the Logging Industry · Tutorial
Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
Roll_Num_56's solution

1545.
1748D
ConstructOR · Tutorial
Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
Roll_Num_56's solution

1546.
1098B
Nice table · Tutorial
Quality: 1,797 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Roll_Num_56's solution

1547.
1725F
Field Photography · Tutorial
Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
Roll_Num_56's solution

1548.
1684E
MEX vs DIFF · Tutorial
Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
Roll_Num_56's solution

1549.
1667B
Optimal Partition · Tutorial
Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
Roll_Num_56's solution

1550.
1240C
Paint the Tree · Tutorial
Rating: 2100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, trees
Roll_Num_56's solution

1551.
1666J
Job Lookup · Tutorial
Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
Roll_Num_56's solution

1552.
1654D
Potion Brewing Class · Tutorial
Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
Roll_Num_56's solution

1553.
1650G
Counting Shortcuts · Tutorial
Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
Roll_Num_56's solution

1554.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
Roll_Num_56's solution

1555.
1621D
The Winter Hike · Tutorial
Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

1556.
1614D1
Divan and Kostomuksha (easy version) · Tutorial
Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
Roll_Num_56's solution

1557.
165D
Beard Graph · Tutorial
Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
Roll_Num_56's solution

1558.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
Roll_Num_56's solution

1559.
1606E
Arena · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1560.
1593F
Red-Black Number · Tutorial
Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
Roll_Num_56's solution

1561.
1598E
Staircases · Tutorial
Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
Roll_Num_56's solution

1562.
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
Roll_Num_56's solution

1563.
1575L
Longest Array Deconstruction · Tutorial
Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-02 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings
Roll_Num_56's solution

1564.
1553E
Permutation Shift · Tutorial
Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
Roll_Num_56's solution

1565.
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
Roll_Num_56's solution

1566.
1555E
Boring Segments · Tutorial
Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
Roll_Num_56's solution

1567.
1530E
Minimax · Tutorial
Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
Roll_Num_56's solution

1568.
1547G
How Many Paths? · Tutorial
Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
Roll_Num_56's solution

1569.
1538E
Funny Substrings · Tutorial
Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
Roll_Num_56's solution

1570.
1538G
Gift Set · Tutorial
Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
Roll_Num_56's solution

1571.
1120C
Compress String · Tutorial
Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1572.
439E
Devu and Birthday Celebration · Tutorial
Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1573.
1525E
Assimilation IV · Tutorial
Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
Roll_Num_56's solution

1574.
321C
Ciel the Commander · Tutorial
Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
Roll_Num_56's solution

1575.
1516D
Cut · Tutorial
Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
Roll_Num_56's solution

1576.
1511E
Colorings and Dominoes · Tutorial
Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
Roll_Num_56's solution

1577.
1510G
Guide · Tutorial
Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

1578.
1510D
Digits · Tutorial
Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
Roll_Num_56's solution

1579.
1499D
The Number of Pairs · Tutorial
Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
Roll_Num_56's solution

1580.
1483C
Skyline Photo · Tutorial
Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
Roll_Num_56's solution

1581.
1493D
GCD of an Array · Tutorial
Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
Roll_Num_56's solution

1582.
372C
Watching Fireworks is Fun · Tutorial
Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Roll_Num_56's solution

1583.
1077F2
Pictures with Kittens (hard version) · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Roll_Num_56's solution

1584.
1486D
Max Median · Tutorial
Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
Roll_Num_56's solution

1585.
1479B2
Painting the Array II · Tutorial

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
Roll_Num_56's solution

1586.
1450C1
Errich-Tac-Toe (Easy Version) · Tutorial
Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

1587.
1472G
Moving to the Capital · Tutorial
Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Roll_Num_56's solution

1588.
1472F
New Year's Puzzle · Tutorial
Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
Roll_Num_56's solution

1589.
1466F
Euclid's nightmare · Tutorial
Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
Roll_Num_56's solution

1590.
1464B
Grime Zoo · Tutorial
Rating: 2100 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
Roll_Num_56's solution

1591.
1446C
Xor Tree · Tutorial
Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
Roll_Num_56's solution

1592.
1454F
Array Partition · Tutorial
Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Roll_Num_56's solution

1593.
1433G
Reducing Delivery Cost · Tutorial
Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
Roll_Num_56's solution

1594.
1433F
Zero Remainder Sum · Tutorial
Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1595.
1420C2
Pokémon Army (hard version) · Tutorial

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
Roll_Num_56's solution

1596.
1419E
Decryption · Tutorial
Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Roll_Num_56's solution

1597.
1418D
Trash Problem · Tutorial
Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Roll_Num_56's solution

1598.
1409F
Subsequences of Length Two · Tutorial
Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1599.
1392E
Omkar and Duck · Tutorial
Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Roll_Num_56's solution

1600.
1393D
Rarity and New Dress · Tutorial
Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
Roll_Num_56's solution

1601.
990E
Post Lamps · Tutorial
Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Roll_Num_56's solution

1602.
988E
Divisibility by 25 · Tutorial
Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Roll_Num_56's solution

1603.
1006F
Xor-Paths · Tutorial
Quality: 6,891 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
Roll_Num_56's solution

1604.
1387B1
Village (Minimum) · Tutorial
Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees
Roll_Num_56's solution

1605.
1387A
Graph · Tutorial

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
Roll_Num_56's solution

1606.
1389D
Segment Intersections · Tutorial
Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Roll_Num_56's solution

1607.
1372D
Omkar and Circle · Tutorial
Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
Roll_Num_56's solution

1608.
1370E
Binary Subsequence Rotation · Tutorial
Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Roll_Num_56's solution

1609.
1367F1
Flying Sort (Easy Version) · Tutorial
Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
Roll_Num_56's solution

1610.
1364D
Ehab's Last Corollary · Tutorial
Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
Roll_Num_56's solution

1611.
1366E
Two Arrays · Tutorial
Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
Roll_Num_56's solution

1612.
1363D
Guess The Maximums · Tutorial
Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math
Roll_Num_56's solution

1613.
1360H
Binary Median · Tutorial
Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
Roll_Num_56's solution

1614.
1354E
Graph Coloring · Tutorial
Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
Roll_Num_56's solution

1615.
1355E
Restorer Distance · Tutorial

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
Roll_Num_56's solution

1616.
1332E
Height All the Same · Tutorial
Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
Roll_Num_56's solution

1617.
1343E
Weights Distributing · Tutorial
Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
Roll_Num_56's solution

1618.
1322B
Present · Tutorial
Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
Roll_Num_56's solution

1619.
1333D
Challenges in school ! 41 Tutorial
Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
Roll_Num_56's solution

1620.
1312E
Array Shrinking · Tutorial
Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1621.
1278D
Segment Tree · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
Roll_Num_56's solution

1622.
1271D
Portals · Tutorial
Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
Roll_Num_56's solution

1623.
1271E
Common Number · Tutorial
Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
Roll_Num_56's solution

1624.
1265E
Beautiful Mirrors · Tutorial
Quality: 4,523 global accepts · Rating: 2100 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities
Roll_Num_56's solution

1625.
1267K
Key Storage · Tutorial

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1626.
1252K
Addition Robot · Tutorial
Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
Roll_Num_56's solution

1627.
1254B2
Send Boxes to Alice (Hard Version) · Tutorial
Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
Roll_Num_56's solution

1628.
466D
Increase Sequence · Tutorial
Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Roll_Num_56's solution

1629.
1204D2
Kirk and a Binary String (hard version) · Tutorial
Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
Roll_Num_56's solution

1630.
1166E
The LCMs Must be Large · Tutorial
Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
Roll_Num_56's solution

1631.
1154F
Shovels Shop · Tutorial
Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
Roll_Num_56's solution

1632.
2025E
Card Game · Tutorial
Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
Roll_Num_56's solution

1633.
1997E
Level Up · Tutorial
Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
Roll_Num_56's solution

1634.
1954E
Chain Reaction · Tutorial
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
Roll_Num_56's solution

1635.
1949F
Dating · Tutorial
Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
Roll_Num_56's solution

1636.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

1637.
1858D
Trees and Segments · Tutorial
Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
Roll_Num_56's solution

1638.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
Roll_Num_56's solution

1639.
1837E
Playoff Fixing · Tutorial
Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
Roll_Num_56's solution

1640.
1808E1
Minibuses on Venus (easy version) · Tutorial
Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
Roll_Num_56's solution

1641.
1806E
Tree Master · Tutorial
Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
Roll_Num_56's solution

1642.
1776B
Vittorio Plays with LEGO Bricks · Tutorial
Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
Roll_Num_56's solution

1643.
1795E
Explosions? · Tutorial
Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
Roll_Num_56's solution

1644.
1773B
BinCoin · Tutorial
Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
Roll_Num_56's solution

1645.
1765F
Chemistry Lab · Tutorial
Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities
Roll_Num_56's solution

1646.
1765H
Hospital Queue · Tutorial
Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
Roll_Num_56's solution

1647.
946E
Largest Beautiful Number · Tutorial
Quality: 1,244 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Roll_Num_56's solution

1648.
1741G
Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
Roll_Num_56's solution

1649.
1717E
Madoka and The Best University · Tutorial
Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

1650.
1721E
Prefix Function Queries · Tutorial
Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
Roll_Num_56's solution

1651.
1670E
Hemose on the Tree · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
Roll_Num_56's solution

1652.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
Roll_Num_56's solution

1653.
1666I
Interactive Treasure Hunt · Tutorial
Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
Roll_Num_56's solution

1654.
1666F
Fancy Stack · Tutorial
Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
Roll_Num_56's solution

1655.
1657E
Star MST · Tutorial
Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math
Roll_Num_56's solution

1656.
1650F
Vitaly and Advanced Useless Algorithms · Tutorial
Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
Roll_Num_56's solution

1657.
1646E
Power Board · Tutorial
Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
Roll_Num_56's solution

1658.
1641C
Anonymity Is Important · Tutorial
Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
Roll_Num_56's solution

1659.
981E
Addition on Segments · Tutorial
Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
Roll_Num_56's solution

1660.
1615D
X(or)-mas Tree · Tutorial
Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
Roll_Num_56's solution

1661.
1616E
Lexicographically Small Enough · Tutorial
Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
Roll_Num_56's solution

1662.
979D
Kuro and GCD and XOR and SUM · Tutorial
Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
Roll_Num_56's solution

1663.
1607H
Banquet Preparations 2 · Tutorial
Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
Roll_Num_56's solution

1664.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Roll_Num_56's solution

1665.
1575G
GCD Festival · Tutorial
Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Roll_Num_56's solution

1666.
1586E
Moment of Bloom · Tutorial
Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
Roll_Num_56's solution

1667.
1593G
Changing Brackets · Tutorial
Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
Roll_Num_56's solution

1668.
1575K
Knitting Batik · Tutorial
Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
Roll_Num_56's solution

1669.
1575H
Holiday Wall Ornaments · Tutorial
Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1670.
1580C
Train Maintenance · Tutorial
Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
Roll_Num_56's solution

1671.
1579G
Minimal Coverage · Tutorial
Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
Roll_Num_56's solution

1672.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
Roll_Num_56's solution

1673.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1674.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
Roll_Num_56's solution

1675.
1559E
Mocha and Stars · Tutorial
Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
Roll_Num_56's solution

1676.
1557D
Ezzat and Grid · Tutorial
Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1677.
1551F
Equidistant Vertices · Tutorial
Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
Roll_Num_56's solution

1678.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
Roll_Num_56's solution

1679.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
Roll_Num_56's solution

1680.
1537E2
Erase and Extend (Hard Version) · Tutorial
Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
Roll_Num_56's solution

1681.
1535E
Gold Transfer · Tutorial
Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
Roll_Num_56's solution

1682.
1526D
Kill Anton · Tutorial
Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
Roll_Num_56's solution

1683.
1140E
Palindrome-less Arrays · Tutorial
Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
Roll_Num_56's solution

1684.
1303E
Erase Subsequences · Tutorial
Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1685.
1249F
Maximum Weight Subset · Tutorial
Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
Roll_Num_56's solution

1686.
1328F
Make k Equal · Tutorial
Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
Roll_Num_56's solution

1687.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
Roll_Num_56's solution

1688.
1520F2
Guess the K-th Zero (Hard version) · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
Roll_Num_56's solution

1689.
1515E
Phoenix and Computers · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1690.
1156E
Special Segments of Permutation · Tutorial
Quality: 4,033 global accepts · Rating: 2200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
Roll_Num_56's solution

1691.
1156D
0-1-Tree · Tutorial
Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
Roll_Num_56's solution

1692.
1503C
Travelling Salesman Problem · Tutorial
Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
Roll_Num_56's solution

1693.
165E
Compatible Numbers · Tutorial
Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
Roll_Num_56's solution

1694.
1498E
Two Houses · Tutorial
Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
Roll_Num_56's solution

1695.
1498D
Bananas in a Microwave · Tutorial
Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

Roll_Num_56's solution

1696.
1500B
Two chandeliers · Tutorial
Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
Roll_Num_56's solution

1697.
1486E
Paired Payment · Tutorial
Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
Roll_Num_56's solution

1698.
1485D
Multiples and Power Differences · Tutorial
Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
Roll_Num_56's solution

1699.
1477C
Nezzar and Nice Beatmap · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
Roll_Num_56's solution

1700.
617E
XOR and Favorite Number · Tutorial
Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Roll_Num_56's solution

1701.
834D
The Bakery · Tutorial
Rating: 2200 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
Roll_Num_56's solution

1702.
1474D
Cleaning · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
Roll_Num_56's solution

1703.
1467D
Sum of Paths · Tutorial
Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Roll_Num_56's solution

1704.
1468H
K and Medians · Tutorial
Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Roll_Num_56's solution

1705.
1468A
LaIS · Tutorial
Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1706.
1437E
Make It Increasing · Tutorial
Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
Roll_Num_56's solution

1707.
1428E
Carrots for Rabbits · Tutorial
Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Roll_Num_56's solution

1708.
1407D
Discrete Centrifugal Jumps · Tutorial
Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
Roll_Num_56's solution

1709.
538E
Demiurges Play Again · Tutorial
Quality: 1,639 global accepts · Rating: 2200 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
Roll_Num_56's solution

1710.
1400E
Clear the Multiset · Tutorial
Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
Roll_Num_56's solution

1711.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Roll_Num_56's solution

1712.
1399E2
Weights Division (hard version) · Tutorial
Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
Roll_Num_56's solution

1713.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Roll_Num_56's solution

1714.
1373E
Sum of Digits · Tutorial
Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
Roll_Num_56's solution

1715.
1353F
Decreasing Heights · Tutorial
Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
Roll_Num_56's solution

1716.
1110D
Jongmah · Tutorial
Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1717.
1327D
Infinite Path · Tutorial
Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-17 · last AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
Roll_Num_56's solution

1718.
1336C
Kaavi and Magic Spell · Tutorial
Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Roll_Num_56's solution

1719.
1333F
Kate and imperfection · Tutorial
Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
Roll_Num_56's solution

1720.
1295E
Permutation Separation · Tutorial
Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
Roll_Num_56's solution

1721.
86D
Powerful array · Tutorial
Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
Roll_Num_56's solution

1722.
954I
Yet Another String Matching Problem · Tutorial
Quality: 1,306 global accepts · Rating: 2200 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
Roll_Num_56's solution

1723.
1238E
Keyboard Purchase · Tutorial
Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
Roll_Num_56's solution

1724.
1262F1
Wrong Answer on test 233 (Easy Version) · Tutorial
Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1725.
1253E
Antenna Coverage · Tutorial
Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
Roll_Num_56's solution

1726.
1178F1
Short Colorful Strip · Tutorial

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp
Roll_Num_56's solution

1727.
1949G
Scooter · Tutorial
Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
Roll_Num_56's solution

1728.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

1729.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
Roll_Num_56's solution

1730.
1870E
Another MEX Problem · Tutorial
Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
Roll_Num_56's solution

1731.
1866I
Imagination Castle · Tutorial
Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers
Roll_Num_56's solution

1732.
1866D
Digital Wallet · Tutorial
Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1733.
1849E
Max to the Right of Min · Tutorial
Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
Roll_Num_56's solution

1734.
1842E
Tenzing and Triangle · Tutorial
Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
Roll_Num_56's solution

1735.
1824B2
LuoTianyi and the Floating Islands (Hard Version) · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
Roll_Num_56's solution

1736.
1768E
Partial Sorting · Tutorial
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

math, number theory
Roll_Num_56's solution

1737.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
Roll_Num_56's solution

1738.
993E
Nikita and Order Statistics · Tutorial
Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math
Roll_Num_56's solution

1739.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
Roll_Num_56's solution

1740.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
Roll_Num_56's solution

1741.
1728E
Red-Black Pepper · Tutorial
Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
Roll_Num_56's solution

1742.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1743.
1691E
Number of Groups · Tutorial
Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
Roll_Num_56's solution

1744.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
Roll_Num_56's solution

1745.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
Roll_Num_56's solution

1746.
1681F
Unique Occurrences · Tutorial
Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
Roll_Num_56's solution

1747.
1086C
Vasya and Templates · Tutorial
Rating: 2300 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Roll_Num_56's solution

1748.
1172C1
Nauuo and Pictures (easy version) · Tutorial
Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
Roll_Num_56's solution

1749.
1190C
Tokitsukaze and Duel · Tutorial
Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy
Roll_Num_56's solution

1750.
1675G
Sorting Pancakes · Tutorial
Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
Roll_Num_56's solution

1751.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
Roll_Num_56's solution

1752.
1316E
Team Building · Tutorial
Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
Roll_Num_56's solution

1753.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
Roll_Num_56's solution

1754.
1623D
Robot Cleaner Revisit · Tutorial
Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities
Roll_Num_56's solution

1755.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
Roll_Num_56's solution

1756.
1588C
Game with Stones · Tutorial

Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
Roll_Num_56's solution

1757.
1607F
Robot on the Board 2 · Tutorial
Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Roll_Num_56's solution

1758.
1603C
Extreme Extension · Tutorial
Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
Roll_Num_56's solution

1759.
1601C
Optimal Insertion · Tutorial
Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
Roll_Num_56's solution

1760.
1600F
Party Organization · Tutorial
Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
Roll_Num_56's solution

1761.
1594E2
Rubik's Cube Coloring (hard version) · Tutorial
Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
Roll_Num_56's solution

1762.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
Roll_Num_56's solution

1763.
1575I
Illusions of the Desert · Tutorial
Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
Roll_Num_56's solution

1764.
1404C
Fixed Point Removal · Tutorial
Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
Roll_Num_56's solution

1765.
1552E
Colors and Intervals · Tutorial
Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Roll_Num_56's solution

1766.
1553F
Pairwise Modulo · Tutorial

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
Roll_Num_56's solution

1767.
1550D
Excellent Arrays · Tutorial
Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
Roll_Num_56's solution

1768.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths
Roll_Num_56's solution

1769.
1528C
Trees of Tranquillity · Tutorial
Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Roll_Num_56's solution

1770.
1156F
Card Bag · Tutorial
Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Roll_Num_56's solution

1771.
1513E
Cost Equilibrium · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
Roll_Num_56's solution

1772.
1495C
Garden of the Sun · Tutorial
Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
Roll_Num_56's solution

1773.
1494D
Dogeforces · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
Roll_Num_56's solution

1774.
1101G
(Zero XOR Subset)-less · Tutorial
Quality: 2,210 global accepts · Rating: 2300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
Roll_Num_56's solution

1775.
1476E
Pattern Matching · Tutorial
Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
Roll_Num_56's solution

1776.
1450C2
Errich-Tac-Toe (Hard Version) · Tutorial

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Roll_Num_56's solution

1777.
1468M
Similar Sets · Tutorial
Quality: 1,131 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation
Roll_Num_56's solution

1778.
1096F
Inversion Expectation · Tutorial
Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Roll_Num_56's solution

1779.
1042E
Vasya and Magic Matrix · Tutorial
Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Roll_Num_56's solution

1780.
1422D
Returning Home · Tutorial
Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
Roll_Num_56's solution

1781.
1408F
Two Different · Tutorial
Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
Roll_Num_56's solution

1782.
1396C
Monster Invaders · Tutorial
Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
Roll_Num_56's solution

1783.
1394B
Boboniu Walks on Graph · Tutorial
Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
Roll_Num_56's solution

1784.
1399F
Yet Another Segments Subset · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
Roll_Num_56's solution

1785.
1385G
Columns Swaps · Tutorial
Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
Roll_Num_56's solution

1786.
1380E
Merging Towers · Tutorial
Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-18 · last AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
Roll_Num_56's solution

1787.
1385F
Removing Leaves · Tutorial
Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
Roll_Num_56's solution

1788.
1371E2
Asterism (Hard Version) · Tutorial
Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
Roll_Num_56's solution

1789.
1342E
Placing Rooks · Tutorial
Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
Roll_Num_56's solution

1790.
600E
Lomsat gelral · Tutorial
Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
Roll_Num_56's solution

1791.
1132E
Knapsack · Tutorial
Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
Roll_Num_56's solution

1792.
438D
The Child and Sequence · Tutorial
Quality: 11,605 global accepts · Rating: 2300 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
Roll_Num_56's solution

1793.
451E
Devu and Flowers · Tutorial
Quality: 4,544 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
Roll_Num_56's solution

1794.
938E
Max History · Tutorial
Quality: 1,557 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1795.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
Roll_Num_56's solution

1796.
1251E1
Voting (Easy Version) · Tutorial
Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1797.
1198D
Rectangle Painting 1 · Tutorial
Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1798.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
Roll_Num_56's solution

1799.
1866M
Mighty Rock Tower · Tutorial
Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
Roll_Num_56's solution

1800.
1866L
Lihmuf Balling · Tutorial
Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
Roll_Num_56's solution

1801.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
Roll_Num_56's solution

1802.
1827B2
Range Sorting (Hard Version) · Tutorial
Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
Roll_Num_56's solution

1803.
1826E
Walk the Runway · Tutorial
Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
Roll_Num_56's solution

1804.
1817C
Similar Polynomials · Tutorial
Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1805.
1819C
The Fox and the Complete Tree Traversal · Tutorial
Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
Roll_Num_56's solution

1806.
1804E
Routing · Tutorial
Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
Roll_Num_56's solution

1807.
1795F
Blocking Chips · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
Roll_Num_56's solution

1808.
1765L
Project Manager · Tutorial
Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
Roll_Num_56's solution

1809.
1765A
Access Levels · Tutorial
Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
Roll_Num_56's solution

1810.
1749E
Cactus Wall · Tutorial
Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Roll_Num_56's solution

1811.
1725L
Lemper Cooking Competition · Tutorial
Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Roll_Num_56's solution

1812.
1715E
Long Way Home · Tutorial
Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
Roll_Num_56's solution

1813.
815C
Karen and Supermarket · Tutorial
Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
Roll_Num_56's solution

1814.
1670F
Jee, You See? · Tutorial
Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
Roll_Num_56's solution

1815.
1229C
Konrad and Company Evaluation · Tutorial
Rating: 2400 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
Roll_Num_56's solution

1816.
1542E1
Abnormal Permutation Pairs (easy version) · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
Roll_Num_56's solution

1817.
1082G
Petya and Graph · Tutorial
Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
Roll_Num_56's solution

1818.
1638E
Colorful Operations · Tutorial
Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
Roll_Num_56's solution

1819.
1633E
Spanning Tree Queries · Tutorial
Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
Roll_Num_56's solution

1820.
1619H
Permutation and Queries · Tutorial
Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
Roll_Num_56's solution

1821.
75E
Ship's Shortest Path · Tutorial
Quality: 302 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, shortest paths
Roll_Num_56's solution

1822.
1606D
Red-Blue Matrix · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
Roll_Num_56's solution

1823.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
Roll_Num_56's solution

1824.
1592E
Bored Bakry · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
Roll_Num_56's solution

1825.
1428F
Fruit Sequences · Tutorial
Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-11-05 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
Roll_Num_56's solution

1826.
1523D
Love-Hate · Tutorial
Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
Roll_Num_56's solution

1827.
26D
Tickets · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities
Roll_Num_56's solution

1828.
1106F
Lunar New Year and a Recursive Sequence · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory
Roll_Num_56's solution

1829.
1499E
Chaotic Merge · Tutorial
Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
Roll_Num_56's solution

1830.
1340C
Nastya and Unexpected Guest · Tutorial
Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Roll_Num_56's solution

1831.
1373F
Network Coverage · Tutorial
Quality: 1,878 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Roll_Num_56's solution

1832.
1491E
Fib-tree · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
Roll_Num_56's solution

1833.
1494E
A-Z Graph · Tutorial
Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
Roll_Num_56's solution

1834.
959F
Mahmoud and Ehab and yet another xor task · Tutorial
Quality: 2,834 global accepts · Rating: 2400 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
Roll_Num_56's solution

1835.
1485F
Copy or Prefix Sum · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
Roll_Num_56's solution

1836.
673E
Levels and Regions · Tutorial
Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
Roll_Num_56's solution

1837.
1473E
Minimum Path · Tutorial
Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
Roll_Num_56's solution

1838.
1469E
A Bit Similar · Tutorial
Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
Roll_Num_56's solution

1839.
1463E
Plan of Lectures · Tutorial
Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
Roll_Num_56's solution

1840.
1455E
Four Points · Tutorial
Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
Roll_Num_56's solution

1841.
1443E
Long Permutation · Tutorial
Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
Roll_Num_56's solution

1842.
534F
Simplified Nonogram · Tutorial
Quality: 533 global accepts · Rating: 2400 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
Roll_Num_56's solution

1843.
1408E
Avoid Rainbow Cycles · Tutorial
Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
Roll_Num_56's solution

1844.
1418E
Expected Damage · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities
Roll_Num_56's solution

1845.
1401E
Divide Square · Tutorial
Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings
Roll_Num_56's solution

1846.
1401F
Reverse and Swap · Tutorial
Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

Roll_Num_56's solution

1847.
1392F
Omkar and Landslide · Tutorial
Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
Roll_Num_56's solution

1848.
342E
Xenia and Tree · Tutorial
Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
Roll_Num_56's solution

1849.
1369E
DeadLee · Tutorial
Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
Roll_Num_56's solution

1850.
1367F2
Flying Sort (Hard Version) · Tutorial
Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
Roll_Num_56's solution

1851.
1358E
Are You Fired? · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

1852.
1348E
Phoenix and Berries · Tutorial
Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
Roll_Num_56's solution

1853.
1333E
Road to 1600 · Tutorial
Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Roll_Num_56's solution

1854.
1343F
Restore the Permutation by Sorted Segments · Tutorial
Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
Roll_Num_56's solution

1855.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
Roll_Num_56's solution

1856.
1251E2
Voting (Hard Version) · Tutorial
Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

Roll_Num_56's solution

1857.
145E
Lucky Queries · Tutorial
Quality: 3,963 global accepts · Rating: 2400 · first AC: 2019-08-06 · last AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Roll_Num_56's solution

1858.
1107E
Vasya and Binary String · Tutorial
Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
Roll_Num_56's solution

1859.
1854C
Expected Destruction · Tutorial
Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Roll_Num_56's solution

1860.
1814D
Balancing Weapons · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
Roll_Num_56's solution

1861.
263E
Rhombus · Tutorial
Quality: 444 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
Roll_Num_56's solution

1862.
1866K
Keen Tree Calculation · Tutorial
Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
Roll_Num_56's solution

1863.
1845E
Boxes and Balls · Tutorial
Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
Roll_Num_56's solution

1864.
1665E
MinimizOR · Tutorial
Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
Roll_Num_56's solution

1865.
1808E2
Minibuses on Venus (medium version) · Tutorial
Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
Roll_Num_56's solution

1866.
1776I
Spinach Pizza · Tutorial
Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
Roll_Num_56's solution

1867.
1776C
Library game · Tutorial
Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
Roll_Num_56's solution

1868.
1778E
The Tree Has Fallen! · Tutorial
Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
Roll_Num_56's solution

1869.
1773I
Interactive Factorial Guessing · Tutorial
Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive
Roll_Num_56's solution

1870.
1710C
XOR Triangle · Tutorial
Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
Roll_Num_56's solution

1871.
1712E2
LCM Sum (hard version) · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
Roll_Num_56's solution

1872.
1053C
Putting Boxes Together · Tutorial
Rating: 2500 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
Roll_Num_56's solution

1873.
1725J
Journey · Tutorial
Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
Roll_Num_56's solution

1874.
1725E
Electrical Efficiency · Tutorial
Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
Roll_Num_56's solution

1875.
1725K
Kingdom of Criticism · Tutorial
Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
Roll_Num_56's solution

1876.
1334F
Strange Function · Tutorial
Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
Roll_Num_56's solution

1877.
1467E
Distinctive Roots in a Tree · Tutorial
Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
Roll_Num_56's solution

1878.
681E
Runaway to a Shadow · Tutorial
Quality: 506 global accepts · Rating: 2500 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings
Roll_Num_56's solution

1879.
1418G
Three Occurrences · Tutorial
Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-22 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
Roll_Num_56's solution

1880.
1562E
Rescue Niwen! · Tutorial
Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings
Roll_Num_56's solution

1881.
1559D2
Mocha and Diana (Hard Version) · Tutorial
Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
Roll_Num_56's solution

1882.
696D
Legen... · Tutorial
Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings
Roll_Num_56's solution

1883.
1550E
Stringforces · Tutorial
Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
Roll_Num_56's solution

1884.
840D
Destiny · Tutorial
Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
Roll_Num_56's solution

1885.
1527E
Partition Game · Tutorial
Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
Roll_Num_56's solution

1886.
1387B2
Village (Maximum) · Tutorial
Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
Roll_Num_56's solution

1887.
1517E
Group Photo · Tutorial
Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Roll_Num_56's solution

1888.
1492E
Almost Fault-Tolerant Database · Tutorial
Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
Roll_Num_56's solution

1889.
1251F
Red-White Fence · Tutorial
Quality: 978 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft
Roll_Num_56's solution

1890.
1420E
Battle Lemmings · Tutorial
Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1891.
1479C
Continuous City · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Roll_Num_56's solution

1892.
1481E
Sorting Books · Tutorial
Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Roll_Num_56's solution

1893.
660F
Bear and Bowling 4 · Tutorial
Quality: 2,304 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
Roll_Num_56's solution

1894.
1474E
What Is It? · Tutorial
Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Roll_Num_56's solution

1895.
884F
Anti-Palindromize · Tutorial
Quality: 1,281 global accepts · Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
Roll_Num_56's solution

1896.
1452E
Two Editorials · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
Roll_Num_56's solution

1897.
1354F
Summoning Minions · Tutorial
Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
Roll_Num_56's solution

1898.
444D
DZY Loves Strings · Tutorial
Quality: 862 global accepts · Rating: 2500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers
Roll_Num_56's solution

1899.
997C
Sky Full of Stars · Tutorial
Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Roll_Num_56's solution

1900.
23C
Oranges and Apples · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Roll_Num_56's solution

1901.
1174E
Ehab and the Expected GCD Problem · Tutorial
Quality: 1,778 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
Roll_Num_56's solution

1902.
1425B
Blue and Red of Our Faculty! · Tutorial
Quality: 345 global accepts · Rating: 2600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
Roll_Num_56's solution

1903.
1827C
Palindrome Partition · Tutorial
Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
Roll_Num_56's solution

1904.
1240D
Stack Exterminable Arrays · Tutorial
Rating: 2600 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
Roll_Num_56's solution

1905.
1588D
Strange LCS · Tutorial
Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
Roll_Num_56's solution

1906.
1580B
Mathematics Curriculum · Tutorial
Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
Roll_Num_56's solution

1907.
1566F
Points Movement · Tutorial
Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
Roll_Num_56's solution

1908.
1523E
Crypto Lights · Tutorial
Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Roll_Num_56's solution

1909.
1515F
Phoenix and Earthquake · Tutorial
Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
Roll_Num_56's solution

1910.
1495D
BFS Trees · Tutorial
Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
Roll_Num_56's solution

1911.
940F
Machine Learning · Tutorial
Quality: 3,379 global accepts · Rating: 2600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
Roll_Num_56's solution

1912.
631E
Product Sum · Tutorial
Quality: 3,205 global accepts · Rating: 2600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
Roll_Num_56's solution

1913.
321E
Ciel and Gondolas · Tutorial
Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
Roll_Num_56's solution

1914.
1437F
Emotional Fishermen · Tutorial
Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
Roll_Num_56's solution

1915.
1437G
Death DBMS · Tutorial
Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
Roll_Num_56's solution

1916.
1430G
Yet Another DAG Problem · Tutorial
Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-14 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
Roll_Num_56's solution

1917.
1430F
Realistic Gameplay · Tutorial
Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1918.
1391E
Pairs of Pairs · Tutorial
Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
Roll_Num_56's solution

1919.
1389F
Bicolored Segments · Tutorial
Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
Roll_Num_56's solution

1920.
1355F
Guess Divisors Count · Tutorial
Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
Roll_Num_56's solution

1921.
1348F
Phoenix and Memory · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
Roll_Num_56's solution

1922.
1866E
Elevators of Tamem · Tutorial
Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
Roll_Num_56's solution

1923.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
Roll_Num_56's solution

1924.
715C
Digit Tree · Tutorial
Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
Roll_Num_56's solution

1925.
1730E
Maximums and Minimums · Tutorial
Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
Roll_Num_56's solution

1926.
1146G
Zoning Restrictions · Tutorial
Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-03-03 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

Roll_Num_56's solution

1927.
455D
Serega and Fun · Tutorial
Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
Roll_Num_56's solution

1928.
13E
Holes · Tutorial
Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
Roll_Num_56's solution

1929.
933C
A Colourful Prospect · Tutorial
Quality: 649 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs
Roll_Num_56's solution

1930.
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
Roll_Num_56's solution

1931.
1574F
Occurrences · Tutorial
Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
Roll_Num_56's solution

1932.
1572C
Paint · Tutorial
Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Roll_Num_56's solution

1933.
1519E
Off by One · Tutorial
Quality: 896 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees
Roll_Num_56's solution

1934.
1487G
String Counting · Tutorial
Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
Roll_Num_56's solution

1935.
932F
Escape Through Leaf · Tutorial
Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
Roll_Num_56's solution

1936.
1473F
Strange Set · Tutorial
Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, math
Roll_Num_56's solution

1937.
1019D
Large Triangle · Tutorial
Quality: 742 global accepts · Rating: 2700 · first AC: 2020-08-22 · last AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
Roll_Num_56's solution

1938.
1025F
Disjoint Triangles · Tutorial
Quality: 909 global accepts · Rating: 2700 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry
Roll_Num_56's solution

1939.
367E
Sereja and Intervals · Tutorial
Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Roll_Num_56's solution

1940.
1866J
Jackets and Packets · Tutorial
Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
Roll_Num_56's solution

1941.
1436F
Sum Over Subsets · Tutorial
Quality: 625 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
Roll_Num_56's solution

1942.
1525F
Goblins And Gnomes · Tutorial
Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings
Roll_Num_56's solution

1943.
1487F
Ones · Tutorial
Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths
Roll_Num_56's solution

1944.
1479D
Odd Mineral Resource · Tutorial
Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
Roll_Num_56's solution

1945.
1285F
Classical? · Tutorial
Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
Roll_Num_56's solution

1946.
1334G
Substring Search · Tutorial
Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
Roll_Num_56's solution

1947.
506E
Mr. Kitayuta's Gift · Tutorial
Quality: 917 global accepts · Rating: 3000 · first AC: 2021-06-07 · last AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, strings
Roll_Num_56's solution

1948.
914F
Substrings in a String · Tutorial
Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
Roll_Num_56's solution

1949.
704D
Captain America · Tutorial
Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-10-04 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy
Roll_Num_56's solution

1950.
1476G
Minimum Difference · Tutorial
Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-31 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
Roll_Num_56's solution

1951.
103447C
Colorful Tree · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1952.
103447D
Math master · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1953.
103447G
Damaged Bicycle · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1954.
103447I
Power and Zero · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1955.
103447E
Power and Modulo · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1956.
103447J
Local Minimum · Tutorial
Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1957.
103447B
Magical Subsequence · Tutorial

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1958.
`101221G`
Metal Processing Plant · Tutorial
Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1959.
`101221I`
Sensor Network · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1960.
`101221K`
Surveillance · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1961.
`104736K`
Keen on Order · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1962.
`104736H`
Health in Hazard · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1963.
`104736J`
Journey of the Robber · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1964.
`104736G`
GPS on a Flat Earth · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1965.
`104736C`
Candy Rush · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1966.
`104736M`
Meeting Point · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1967.
`104736F`
Forward and Backward · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1968.
`104736B`
Blackboard Game · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

Roll_Num_56's solution

1969.
104736I
Inversions · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1970.
104736D
Deciphering WordWhiz · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1971.
104090F
Da Mi Lao Shi Ai Kan De · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1972.
104077D
Contests · Tutorial
Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1973.
104077A
Bridge · Tutorial
Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1974.
104077B
Cells Coloring · Tutorial
Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1975.
104077E
Find Maximum · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1976.
104077L
Tree · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1977.
104077F
Hotel · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1978.
104077C
Clone Ranran · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1979.
104077J
Strange Sum · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

1980.
104077G
Perfect Word · Tutorial
Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1981.
104128J
Perfect Matching · Tutorial
Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1982.
104128E
Color the Tree · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1983.
104128M
Drain the Water Tank · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1984.
104128B
Ropeway · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1985.
104128A
Stop, Yesterday Please No More · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1986.
104128D
Chat Program · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1987.
104128G
Inscryption · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1988.
104128I
Perfect Palindrome · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1989.
105053A
Almost Aligned · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1990.
105053F
Fair Distribution · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

Roll_Num_56's solution

1991.
105053G
Greek Casino · Tutorial
Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1992.
105053D
DiviDuelo · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1993.
105053E
Expanding STACKS! · Tutorial
Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1994.
105053K
KMOP · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1995.
105053L
LED Matrix · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1996.
101221D
Game Strategy · Tutorial
Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

1997.
104772C
Colorful Village · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1998.
104772I
Intersegment Activation · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

1999.
104772E
Every Queen · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2000.
104772F
First Solved, Last Coded · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2001.
104772J
Jumping Frogs · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2002.
104772K
Kitchen Timer · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2003.
104772D
Divisibility Trick · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

2004.
104772G
Game of Nim · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2005.
104772M
Missing Vowels · Tutorial
Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2006.
104772A
Axis-Aligned Area · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
Roll_Num_56's solution

2007.
104785E
Enchanted Fortress · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2008.
104785J
Journey of Recovery · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2009.
104785A
Assessment Disruption · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2010.
104785G
Glacier Travel · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2011.
104785C
Clearing Space · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2012.
104785F
Fast Forward · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2013.
104785M
Mini-Tetris 3023 · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2014.
104785L
Last One Standing · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2015.
104785B
Boat Commuter · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2016.
104785N
Naming Wine Bottles · Tutorial
Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2017.
104785K
Kernel Scheduler · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2018.
104785D
Delivery Forces · Tutorial
Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2019.
104848M
Fine Trip · Tutorial
Rating: — · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2020.
104848J
Spectacular Ending · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2021.
104848E
Construct The Integer · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2022.
104848D
Christmas Children Circle · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2023.
104848G
Double Elimination · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2024.
104848N
Integer Perimeter · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2025.
104848H
Roman Palindromes · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2026.
104848F
Build the Non-Cactus · Tutorial
Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2027.
104848A
A Non-Palindromic Modification · Tutorial
Rating: — · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
Roll_Num_56's solution

2028.
104871J
Jumbled Stacks · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2029.
104871K
Keys · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2030.
104871D
Drying Laundry · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2031.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2032.
104871C
Cakes · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2033.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2034.
104871G
Going to the Moon · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2035.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2036.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2037.
104874B
Bad Treap · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2038.
104874K
King's Children · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2039.
104874I
Ideal Pyramid · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2040.
104874J
Just the Last Digit · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2041.
104874H
High Load Database · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2042.
104874M
Managing Difficulties · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2043.
104874E
Equidistant · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2044.
104874A
Accurate Movement · Tutorial
Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2045.
104945L
Broken trophy · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2046.
104945E
Nicest view · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2047.
104945J
Olympic goodies · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2048.
104945K
Team selection · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2049.
104945F
Programming-trampoline-athlon! · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2050.
104945I
Throwing dice · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2051.
104945A
Card game · Tutorial
Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2052.
104288B
Dungeon Crawler · Tutorial
Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2053.
104288G
Mosaic Browsing · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2054.
102785I
Noughts and crosses · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2055.
102785E
Hanoi Tower · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2056.
102785D
We were trying to share an orange ... · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2057.
102785G
Non-random numbers · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2058.
102785F
Pebbles · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2059.
102785C
Dimensions · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2060.
102785H
A self-describing sequence · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2061.
102785B
Gremlins attack! · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2062.
102785J
R u really ready? · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2063.
102785A
A lazy controller · Tutorial
Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2064.
104396E
LCM Plus GCD · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2065.
104396K
Similarity (Hard Version) · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2066.
104396F
Timaeus · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2067.
104396A
Today's Word · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2068.
104396H
Neil's Machine · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2069.
104396J
Similarity (Easy Version) · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2070.
104396I
Elevator · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2071.
104493I
Ajam's Password · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2072.
104493N
Ziftawi's Tree · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2073.
104493B
Convarge To 1 · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2074.
104493C
Tree Permutation · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2075.
104493J
Completely Balanced · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2076.
104493A
Gym Plates · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2077.
104493F
New Board Game · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2078.
104493K
Sam-Oh, the funny coach · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2079.
104493H
Yaser In Baradah · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2080.
104493G
Don't Make It 2 · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2081.
104493E
Sad Teacher · Tutorial
Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2082.
104373G
Cyclic Buffer · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2083.
104373I
LCS Spanning Tree · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2084.
104373E
Pass the Ball! · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2085.
104373C
Laser Trap · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2086.
104373F
Sandpile on Clique · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2087.
104373A
So I'll Max Out My Constructive Algorithm Skills · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2088.
104373K
Link-Cut Tree · Tutorial
Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2089.
104196F
Growing Some Oobleck · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2090.
104196K
Stable Table · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2091.
104196E
Gambling Game · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2092.
104196M
Tomb Hater · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2093.
104196L
Statues · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2094.
104196A
1s For All · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2095.
104196B
Abridged Reading · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2096.
104196G
Noonerized Spumbers · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2097.
104196I
Pinned Files · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2098.
104196J
Recycling · Tutorial
Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2099.
104270I
Soldier Game · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2100.
104270F
Tournament · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2101.
104270D
Magic Multiplication · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2102.
104270B
Kawa Exam · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2103.
104270J
Books · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2104.
104270C
Flippy Sequence · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2105.
104270E
Plants vs. Zombies · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2106.
104270M
Function and Function · Tutorial
Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2107.
104252K
Kind Baker · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2108.
104252B
Board Game · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2109.
104252C
City Folding · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2110.
104252L
Lazy Printing · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2111.
104252F
Favorite Tree · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2112.
104252M
Maze in Bolt · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2113.
104252A
Asking for Money · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2114.
104252H
Horse Race · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2115.
104252E
Empty Squares · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2116.
104252I
Italian Calzone & Pasta Corner · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2117.
104252D
Daily Trips · Tutorial
Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2118.
104337I
Step · Tutorial
Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2119.
104337C
Darkness I · Tutorial
Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2120.
104337F
Inverse Manacher · Tutorial
Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2121.
104337J
Expansion · Tutorial
Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2122.
104337K
Dice Game · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2123.
104337H
Binary Craziness · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2124.
104337M
Different Billing · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2125.
104254B
Maximize · Tutorial
Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2126.
104076D
Frozen Scoreboard · Tutorial
Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2127.
104076A
Tower · Tutorial
Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2128.
104076E
Identical Parity · Tutorial
Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2129.
104076M
Best Carry Player · Tutorial
Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2130.
104076K
Stack Sort · Tutorial
Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2131.
101239C
Catering · Tutorial
Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2132.
104020D
Dividing DNA · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2133.
104020K
Kiosk Construction · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2134.
104020F
Failing Flagship · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2135.
104020A
Adjusted Average · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2136.
104020C
Crashing Competition Computer · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2137.
104020I
Imperfect Imperial Units · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2138.
104020B
Bellevue · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2139.
104020J
Jagged Skyline · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2140.
104020E
Equalising Audio · Tutorial
Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2141.
101175I
Mummy Madness · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2142.
101175H
Mining Your Own Business · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2143.
101175E
Coffee Central · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2144.
101175F
Machine Works · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2145.
101175J
Pyramids · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2146.
101175C
Ancient Messages · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2147.
101175K
Trash Removal · Tutorial
Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2148.
101205I
A Safe Bet · Tutorial
Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2149.
101205C
Bus Tour · Tutorial
Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2150.
101205D
Fibonacci Words · Tutorial
Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2151.
101205B
Curvy Little Bottles · Tutorial
Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2152.
101208C
Surely You Congest · Tutorial
Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2153.
101208A
Self-Assembly · Tutorial
Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2154.
101208H
Matryoshka · Tutorial
Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2155.
101208J
Pollution Solution · Tutorial
Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2156.
101208F
Low Power · Tutorial
Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2157.
103997A
SuperMemo · Tutorial
Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2158.
100114J
Computer Network · Tutorial
Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2159.
102896G
Geometrical Combinatorics · Tutorial
Rating: — · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2160.
103438C
Werewolves · Tutorial
Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2161.
1662L
Il Derby della Madonnina · Tutorial
Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
Roll_Num_56's solution

2162.
1662O
Circular Maze · Tutorial
Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
Roll_Num_56's solution

2163.
1662F
Antennas · Tutorial
Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
Roll_Num_56's solution

2164.
1662D
Evolution of Weasels · Tutorial
Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
Roll_Num_56's solution

2165.
1662I
Ice Cream Shop · Tutorial
Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
Roll_Num_56's solution

2166.
1662H
Boundary · Tutorial

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
Roll_Num_56's solution

2167.
1662M
Bottle Arrangements · Tutorial
Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
Roll_Num_56's solution

2168.
1662A
Organizing SWERC · Tutorial
Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
Roll_Num_56's solution

2169.
103640B
Because, Art! · Tutorial
Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2170.
101239I
Ship Traffic · Tutorial
Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2171.
101239D
Cutting Cheese · Tutorial
Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2172.
101239F
Keyboarding · Tutorial
Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2173.
101239A
Amalgamated Artichokes · Tutorial
Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2174.
101242K
String Theory · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2175.
101242B
Branch Assignment · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2176.
101242G
Oil · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2177.
101242L
Swap Space · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

Roll_Num_56's solution

2178.
101242E
Forever Young · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2179.
101242C
Ceiling Function · Tutorial
Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2180.
101471D
Money for Nothing · Tutorial
Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2181.
101471C
Mission Improbable · Tutorial
Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2182.
101471F
Posterize · Tutorial
Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2183.
101471I
Secret Chamber at Mount Rushmore · Tutorial
Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2184.
101471E
Need for Speed · Tutorial
Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2185.
102482I
Triangles · Tutorial
Rating: — · first AC: 2022-03-07 · last AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2186.
102482A
Catch the Plane · Tutorial
Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2187.
102482F
Go with the Flow · Tutorial
Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2188.
102482K
Wireless is the New Fiber · Tutorial
Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

Roll_Num_56's solution

2189.
102482B
Comma Sprinkler · Tutorial
Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2190.
102511J
Miniature Golf · Tutorial
Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2191.
102511H
Hobsons' trains · Tutorial
Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2192.
102511G
First of Her Name · Tutorial
Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2193.
102511D
Circular DNA · Tutorial
Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2194.
102511E
Dead-End Detector · Tutorial
Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2195.
102511A
Azulejos · Tutorial
Rating: — · first AC: 2021-08-18 · last AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2196.
103495H
Reverse the String · Tutorial
Rating: — · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2197.
103379F
Present Drops · Tutorial
Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2198.
103379E
Grandest Wreath · Tutorial
Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2199.
103379D
Lazy Santa · Tutorial
Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

Roll_Num_56's solution

2200.
103379C
Sled Tracks · Tutorial
Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2201.
103388L
Listing Passwords · Tutorial
Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2202.
100200C
Circles · Tutorial
Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2203.
101623F
Factor-Free Tree · Tutorial
Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2204.
101623K
Knockout Tournament · Tutorial
Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2205.
101623I
Installing Apps · Tutorial
Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2206.
101623G
Glyph Recognition · Tutorial
Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2207.
101623D
Dunglish · Tutorial
Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Roll_Num_56's solution

2208.
101623H
High Score · Tutorial
Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2209.
101623B
Boss Battle · Tutorial
Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2210.
1533F
Binary String Partition · Tutorial
Quality: 224 global accepts · Rating: — · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

Roll_Num_56's solution

2211.
1570G
XOR Guessing · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, interactive
Roll_Num_56's solution

2212.
1570F
Square Filling · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special
Roll_Num_56's solution

2213.
1570I
Minimum Difference · Tutorial
Rating: — · first AC: 2021-10-06 · last AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special
Roll_Num_56's solution

2214.
1570E
Erasing Zeroes · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, strings
Roll_Num_56's solution

2215.
1570D
Reachable Numbers · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

2216.
1570C
Shooting · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, greedy, implementation
Roll_Num_56's solution

2217.
1570B
Yellow Cards · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, math
Roll_Num_56's solution

2218.
1570A
A+B (Trial Problem) · Tutorial
Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special
Roll_Num_56's solution

2219.
103102I
Modulo Permutations · Tutorial
Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2220.
103102B
Reverse Game · Tutorial
Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2221.
103102F
Fence Job · Tutorial
Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

Roll_Num_56's solution

2222.
103102M
Mistake · Tutorial
Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2223.
103102E
Divisible by 3 · Tutorial
Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2224.
103185F
Fascinating Partitions · Tutorial
Rating: — · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2225.
103185J
Job Allocator · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2226.
103185B
Beautiful Mountains · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2227.
103185H
Halting Wolf · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2228.
103185K
Keylogger · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2229.
103185E
Excellent Views · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2230.
103185C
Crisis at the Wedding · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2231.
103185L
Lola's Schedule · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2232.
103185N
Non-Integer Donuts · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

Roll_Num_56's solution

2233.
103185D
Dividing Candy · Tutorial
Rating: — · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2234.
1533E
Chess Team Forming · Tutorial
Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · last AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy
Roll_Num_56's solution

2235.
1533D
String Searching · Tutorial
Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing
Roll_Num_56's solution

2236.
1533C
Sweets · Tutorial
Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
Roll_Num_56's solution

2237.
1533B
Nearest Point Function · Tutorial
Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

2238.
1533A
Travel to Bertown · Tutorial
Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
Roll_Num_56's solution

2239.
1532E
Good Array · Tutorial
Quality: 392 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special
Roll_Num_56's solution

2240.
1532D
Teams Forming · Tutorial
Quality: 590 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, sortings
Roll_Num_56's solution

2241.
1532C
Uniform String · Tutorial
Quality: 641 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

2242.
1532B
Frog Jumping · Tutorial
Quality: 829 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, math
Roll_Num_56's solution

2243.
1532A
A+B (Trial Problem) · Tutorial
Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special

Roll_Num_56's solution

2244.
102835I
Critical Structures · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2245.
102835E
A Color Game · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2246.
102835D
Quality Monitoring · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2247.
102835H
Optimization for UltraNet · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2248.
102835F
Cable Protection · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2249.
102835B
Make Numbers · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2250.
102835M
Keystroke · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2251.
102835A
Right-Coupled Numbers · Tutorial
Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2252.
102992E
Evil Coordinate · Tutorial
Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2253.
102992L
Let's Play Curling · Tutorial
Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2254.
102992K
K Co-prime Permutation · Tutorial
Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2255.
103091J
Valid Triangle · Tutorial
Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2256.
103091A
Happy XOR, Sad XOR · Tutorial
Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2257.
101550K
Keeping the Dogs Apart · Tutorial
Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2258.
102465K
Dishonest Driver · Tutorial
Rating: — · first AC: 2021-05-12 · last AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2259.
102956N
Best Solution Unknown · Tutorial
Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2260.
102956C
Brave Seekers of Unicorns · Tutorial
Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —
Roll_Num_56's solution

2261.
103049J
Joint Excavation · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2262.
103049G
Great Expectations · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2263.
103049E
Endgame · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2264.
103049I
Island Tour · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2265.
103049F
Flight Collision · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2266.
103049A
Atomic Energy · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2267.
103049D
Dragon Balls · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2268.
103049K
Keyboardd · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2269.
103049H
Hot Springs · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2270.
103049C
Contest Struggles · Tutorial
Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2271.
102576I
Sum of Palindromes · Tutorial
Rating: — · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2272.
102576G
Invited Speakers · Tutorial
Rating: — · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2273.
102576L
Wizards Unite · Tutorial
Rating: — · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2274.
102576B
Binomial · Tutorial
Rating: — · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2275.
1489G
Make It Connected · Tutorial
Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, graphs
Roll_Num_56's solution

2276.
1489F
Boxes Packing · Tutorial
Rating: — · first AC: 2021-03-08 · Kotlin 1.4 (first AC) · Tags: *special, implementation

Roll_Num_56's solution

2277.
1489E
Books Queries · Tutorial
Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

2278.
1489D
Substrings Sort · Tutorial
Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, sortings
Roll_Num_56's solution

2279.
1489C
File Name · Tutorial
Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, strings
Roll_Num_56's solution

2280.
1489B
Water Buying · Tutorial
Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, math
Roll_Num_56's solution

2281.
1489A
Remove Duplicates · Tutorial
Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation
Roll_Num_56's solution

2282.
102861K
Between Us · Tutorial
Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2283.
102861C
Concatenating Teams · Tutorial
Rating: — · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2284.
102916B
Fakes and Shidget · Tutorial
Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2285.
100863H
Heroes of Money and Magic · Tutorial
Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2286.
102501G
Swapping Places · Tutorial
Rating: — · first AC: 2020-12-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2287.
102501D
Gnalcats · Tutorial
Rating: — · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2288.
102501K
Birdwatching · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2289.
102501J
Counting Trees · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2290.
102501A
Environment-Friendly Travel · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2291.
102501F
Icebergs · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2292.
102501C
Ants · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2293.
102501I
Rats · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2294.
102501B
Biodiversity · Tutorial
Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2295.
101192A
LIS and GCD · Tutorial
Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2296.
102787Z
Trick or Treap · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2297.
102787C
Sneetches and Speeches 3 · Tutorial
Rating: — · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2298.
1432F
Platforms Jumping · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

Roll_Num_56's solution

2299.
1432E
Binary String Minimizing · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy
Roll_Num_56's solution

2300.
1432D
Construct the String · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
Roll_Num_56's solution

2301.
1432C
Equalize Prices Again · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math
Roll_Num_56's solution

2302.
1432B
Candies and Two Sisters · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math
Roll_Num_56's solution

2303.
1432A
A+B (Trial Problem) · Tutorial
Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special
Roll_Num_56's solution

2304.
102787Y
Sneetches and Speeches 1 · Tutorial
Rating: — · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2305.
102787B
Pear TreaP · Tutorial
Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2306.
102787A
Shandom Ruffle · Tutorial
Rating: — · first AC: 2020-10-26 · last AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2307.
102694E
Filthy Rich Trees · Tutorial
Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2308.
102694D
Cycle Free Flow · Tutorial
Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2309.
102694C
Sloth Naptime · Tutorial
Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2310.
102694B
Dynamic Diameter · Tutorial
Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2311.
102694A
Circumference of a Tree · Tutorial
Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2312.
102644H
String Mood Updates · Tutorial
Rating: — · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2313.
102644I
Count Paths Queries · Tutorial
Rating: — · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2314.
102644G
Recurrence With Square · Tutorial
Rating: — · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2315.
102644E
Knight Paths · Tutorial
Rating: — · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2316.
102644F
Min Path · Tutorial
Rating: — · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2317.
102644D
Count Paths · Tutorial
Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2318.
102644C
Fibonacci · Tutorial
Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2319.
102644B
String Mood · Tutorial
Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2320.
102644A
Random Mood · Tutorial
Rating: — · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2321.
1297E
Modernization of Treeland · Tutorial
Quality: 218 global accepts · Rating: — · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees
Roll_Num_56's solution

2322.
1170E
Sliding Doors · Tutorial
Quality: 274 global accepts · Rating: — · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, binary search
Roll_Num_56's solution

2323.
1170D
Decoding of Integer Sequences · Tutorial
Quality: 531 global accepts · Rating: — · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
Roll_Num_56's solution

2324.
102452G
Game Design · Tutorial
Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2325.
102452B
Binary Tree · Tutorial
Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2326.
102452D
Defining Labels · Tutorial
Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2327.
102465D
Monument Tour · Tutorial
Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2328.
102465E
Rounding · Tutorial
Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2329.
102465A
City of Lights · Tutorial
Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2330.
102428G
Gluing Pictures · Tutorial
Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2331.
102040E
Helping the HR · Tutorial
Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2332.
102040C
Divisors of the Divisors of An Integer · Tutorial
Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2333.
102040J
VAT Man · Tutorial
Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2334.
102428F
Fabricating Sculptures · Tutorial
Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2335.
102428K
Know your Aliens · Tutorial
Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2336.
102428I
Improve SPAM · Tutorial
Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
Roll_Num_56's solution

2337.
102428E
Eggfruit Cake · Tutorial
Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —
Roll_Num_56's solution

2338.
102428M
Mountain Ranges · Tutorial
Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2339.
101972F
I'm Bored! · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2340.
101972J
Even Numbers · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2341.
101972A
Multiplication Dilemma · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2342.
101972E
Stupid Submissions · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

Roll_Num_56's solution

2343.
101972K
Cyclic Shift · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2344.
101972H
Beautiful Substrings · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2345.
101972D
Wooden Fence · Tutorial
Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2346.
102348B
Interesting Vertices · Tutorial
Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2347.
102348H
Berland Prospect · Tutorial
Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2348.
102348L
Printer · Tutorial
Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2349.
102348E
Painting The Fence · Tutorial
Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2350.
102348A
Yellow Cards · Tutorial
Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2351.
101480A
ASCII Addition · Tutorial
Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2352.
101480D
Digit Division · Tutorial
Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
Roll_Num_56's solution

2353.
1170C
Minus and Minus Give Plus · Tutorial
Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

Roll_Num_56's solution

2354.

1170B

Bad Days · Tutorial

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

Roll_Num_56's solution

2355.

1170A

Three Integers Again · Tutorial

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

Roll_Num_56's solution