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116.
1542A
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117.
1515A
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118.
1517A
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119.
1513A
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120.
1491A
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121.
1473A
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122.
1466B
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123.
1466A
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124.
794A
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125.
1462B
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126.
1462A
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1461A
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1450A
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1438A
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130.
1437A
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131.
1436A
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132.
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1391A
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140.
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1388A
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1372A
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1371A
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1368A
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1348A
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146.
1305A
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1325B
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148.
1325A
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1307A
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1270A
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1257A
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1228A
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1043A
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1041A
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677A
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38A
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Quality: 26,489 global accepts · Rating: 800 · first AC: 2012-10-28 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

242.
236A
Boy or Girl · Tutorial
Quality: 279,047 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

243.
104A
Blackjack · Tutorial
Quality: 17,155 global accepts · Rating: 800 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

244.
233A
Perfect Permutation · Tutorial
Quality: 49,151 global accepts · Rating: 800 · first AC: 2012-10-18 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

245.
146A
Lucky Ticket · Tutorial
Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

246.
157A
Game Outcome · Tutorial
Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

247.
59A
Word · Tutorial
Quality: 227,940 global accepts · Rating: 800 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: implementation, strings

Ronnie007's solution

248.
80A
Panoramix's Prediction · Tutorial
Quality: 66,310 global accepts · Rating: 800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

249.
41A
Translation · Tutorial
Quality: 188,456 global accepts · Rating: 800 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

250.
92A
Chips · Tutorial
Quality: 21,531 global accepts · Rating: 800 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

251.
214A
System of Equations · Tutorial
Quality: 42,922 global accepts · Rating: 800 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

252.
231A
Team · Tutorial
Quality: 430,281 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy
Ronnie007's solution

253.
228A
Is your horseshoe on the other hoof? · Tutorial
Quality: 139,816 global accepts · Rating: 800 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

254.
151A
Soft Drinking · Tutorial
Quality: 94,781 global accepts · Rating: 800 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

255.
155A
I_love_\%username\% · Tutorial
Quality: 93,667 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

256.
141A
Amusing Joke · Tutorial
Quality: 101,407 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation, sortings, strings
Ronnie007's solution

257.
61A
Ultra-Fast Mathematician · Tutorial
Quality: 136,213 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

258.
110A
Nearly Lucky Number · Tutorial
Quality: 199,509 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation

Ronnie007's solution

259.
136A
Presents · Tutorial
Quality: 146,537 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

260.
144A
Arrival of the General · Tutorial
Quality: 121,421 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

261.
148A
Insomnia cure · Tutorial
Quality: 112,403 global accepts · Rating: 800 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
Ronnie007's solution

262.
112A
Petya and Strings · Tutorial
Quality: 287,272 global accepts · Rating: 800 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

263.
50A
Domino piling · Tutorial
Quality: 318,733 global accepts · Rating: 800 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

264.
116A
Tram · Tutorial
Quality: 176,555 global accepts · Rating: 800 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

265.
119A
Epic Game · Tutorial
Quality: 29,582 global accepts · Rating: 800 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

266.
71A
Way Too Long Words · Tutorial
Quality: 503,285 global accepts · Rating: 800 · first AC: 2012-08-25 · GNU C++ (first AC) · Tags: strings
Ronnie007's solution

267.
4A
Watermelon · Tutorial
Quality: 687,900 global accepts · Rating: 800 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: brute force, math
Ronnie007's solution

268.
158A
Next Round · Tutorial
Quality: 320,490 global accepts · Rating: 800 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: *special, implementation
Ronnie007's solution

269.
2178B
Impost or Sus · Tutorial
Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

Ronnie007's solution

270.
2157B
Expansion Plan 2 · Tutorial
Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
Ronnie007's solution

271.
2110B
Down with Brackets · Tutorial
Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
Ronnie007's solution

272.
2026A
Perpendicular Segments · Tutorial
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Ronnie007's solution

273.
1988B
Make Majority · Tutorial
Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
Ronnie007's solution

274.
1988A
Split the Multiset · Tutorial
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
Ronnie007's solution

275.
1954A
Painting the Ribbon · Tutorial
Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

276.
1951A
Dual Trigger · Tutorial
Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

277.
1896B
AB Flipping · Tutorial
Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
Ronnie007's solution

278.
1879B
Chips on the Board · Tutorial
Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

279.
1860A
Not a Substring · Tutorial
Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
Ronnie007's solution

280.
1848A
Vika and Her Friends · Tutorial

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
Ronnie007's solution

281.
1837B
Comparison String · Tutorial
Quality: 50,103 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Ronnie007's solution

282.
1823B
Sort with Step · Tutorial
Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
Ronnie007's solution

283.
1806B
Mex Master · Tutorial
Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

284.
1795B
Ideal Point · Tutorial
Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
Ronnie007's solution

285.
1775A2
Gardener and the Capybaras (hard version) · Tutorial
Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

286.
1771A
Hossam and Combinatorics · Tutorial
Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
Ronnie007's solution

287.
1726A
Mainak and Array · Tutorial
Quality: 36,559 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ronnie007's solution

288.
1705B
Mark the Dust Sweeper · Tutorial
Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

289.
1624B
Make AP · Tutorial
Quality: 52,946 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
Ronnie007's solution

290.
1610A
Anti Light's Cell Guessing · Tutorial
Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math
Ronnie007's solution

291.
1609A
Divide and Multiply · Tutorial

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
Ronnie007's solution

292.
1543B
Customising the Track · Tutorial
Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
Ronnie007's solution

293.
1543A
Exciting Bets · Tutorial
Quality: 40,956 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
Ronnie007's solution

294.
1486A
Shifting Stacks · Tutorial
Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

295.
1467A
Wizard of Orz · Tutorial
Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

296.
1462C
Unique Number · Tutorial
Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Ronnie007's solution

297.
1436B
Prime Square · Tutorial
Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

298.
1055A
Metro · Tutorial
Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs
Ronnie007's solution

299.
981A
Antipalindrome · Tutorial
Quality: 10,328 global accepts · Rating: 900 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

300.
1326B
Maximums · Tutorial
Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ronnie007's solution

301.
1282A
Temporarily unavailable · Tutorial
Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ronnie007's solution

302.
1208A
XORinacci · Tutorial

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math
Ronnie007's solution

303.
1204B
Mislove Has Lost an Array · Tutorial
Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ronnie007's solution

304.
1201A
Important Exam · Tutorial
Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
Ronnie007's solution

305.
1197A
DIY Wooden Ladder · Tutorial
Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
Ronnie007's solution

306.
1025A
Doggo Recoloring · Tutorial
Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings
Ronnie007's solution

307.
914A
Perfect Squares · Tutorial
Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · MS C++ (first AC) · Tags: brute force, implementation, math
Ronnie007's solution

308.
670A
Holidays · Tutorial
Quality: 18,634 global accepts · Rating: 900 · first AC: 2017-12-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

309.
814A
An abandoned sentiment from past · Tutorial
Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Ronnie007's solution

310.
868A
Bark to Unlock · Tutorial
Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

311.
839A
Arya and Bran · Tutorial
Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation
Ronnie007's solution

312.
776A
A Serial Killer · Tutorial
Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

313.
768A
Oath of the Night's Watch · Tutorial
Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
Ronnie007's solution

314.
765A
Neverending competitions · Tutorial
Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math
Ronnie007's solution

315.
747B
Mammoth's Genome Decoding · Tutorial
Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation, strings
Ronnie007's solution

316.
746B
Decoding · Tutorial
Quality: 31,890 global accepts · Rating: 900 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: implementation, strings
Ronnie007's solution

317.
745A
Hongcow Learns the Cyclic Shift · Tutorial
Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings
Ronnie007's solution

318.
598A
Tricky Sum · Tutorial
Quality: 32,218 global accepts · Rating: 900 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

319.
653A
Bear and Three Balls · Tutorial
Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · last AC: 2016-03-28 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
Ronnie007's solution

320.
621A
Wet Shark and Odd and Even · Tutorial
Quality: 22,677 global accepts · Rating: 900 · first AC: 2016-01-31 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

321.
611A
New Year and Days · Tutorial
Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

322.
580A
Kefa and First Steps · Tutorial
Quality: 104,690 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: brute force, dp, implementation
Ronnie007's solution

323.
567A
Lineland Mail · Tutorial
Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

324.
549A
Face Detection · Tutorial
Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

325.
545A
Toy Cars · Tutorial
Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

326.
474A
Keyboard · Tutorial
Quality: 54,688 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

327.
460A
Vasya and Socks · Tutorial
Quality: 52,024 global accepts · Rating: 900 · first AC: 2014-09-01 · GNU C++ (first AC) · Tags: brute force, implementation, math
Ronnie007's solution

328.
451A
Game With Sticks · Tutorial
Quality: 75,694 global accepts · Rating: 900 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

329.
412B
Network Configuration · Tutorial
Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

330.
412A
Poster · Tutorial
Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

331.
387A
George and Sleep · Tutorial
Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

332.
26A
Almost Prime · Tutorial
Quality: 42,769 global accepts · Rating: 900 · first AC: 2013-12-26 · GNU C++ (first AC) · Tags: number theory
Ronnie007's solution

333.
369A
Valera and Plates · Tutorial
Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

334.
313A
Ilya and Bank Account · Tutorial
Quality: 65,044 global accepts · Rating: 900 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: implementation, number theory
Ronnie007's solution

335.
337A
Puzzles · Tutorial
Quality: 94,911 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

336.
320A
Magic Numbers · Tutorial
Quality: 45,423 global accepts · Rating: 900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: brute force, greedy
Ronnie007's solution

337.
94A
Restoring Password · Tutorial
Quality: 12,266 global accepts · Rating: 900 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

338.
63A
Sinking Ship · Tutorial
Quality: 13,425 global accepts · Rating: 900 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: implementation, sortings, strings
Ronnie007's solution

339.
34B
Sale · Tutorial
Quality: 66,028 global accepts · Rating: 900 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

340.
16B
Burglar and Matches · Tutorial
Quality: 20,767 global accepts · Rating: 900 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

341.
115A
Party · Tutorial
Quality: 43,356 global accepts · Rating: 900 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

342.
116C
Party · Tutorial
Rating: 900 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

343.
318A
Even Odds · Tutorial
Quality: 143,111 global accepts · Rating: 900 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

344.
299B
Ksusha the Squirrel · Tutorial
Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

345.
127A
Wasted Time · Tutorial
Quality: 12,591 global accepts · Rating: 900 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: geometry
Ronnie007's solution

346.
276A
Lunch Rush · Tutorial
Quality: 30,065 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

347.
275A
Lights Out · Tutorial
Quality: 36,469 global accepts · Rating: 900 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

348.
263B
Squares · Tutorial
Quality: 9,780 global accepts · Rating: 900 · first AC: 2013-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

349.
194A
Exams · Tutorial
Quality: 10,915 global accepts · Rating: 900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

350.
246A
Buggy Sorting · Tutorial
Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
Ronnie007's solution

351.
244A
Dividing Orange · Tutorial
Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

352.
137A
Postcards and photos · Tutorial
Quality: 7,835 global accepts · Rating: 900 · first AC: 2012-10-28 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

353.
205A
Little Elephant and Rozdil · Tutorial
Quality: 25,227 global accepts · Rating: 900 · first AC: 2012-10-28 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

354.
152A
Marks · Tutorial
Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

355.
215A
Bicycle Chain · Tutorial
Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

356.
129A
Cookies · Tutorial
Quality: 25,210 global accepts · Rating: 900 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

357.
84A
Toy Army · Tutorial
Quality: 16,618 global accepts · Rating: 900 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

358.
168A
Wizards and Demonstration · Tutorial
Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

359.
208A
Dubstep · Tutorial
Quality: 105,067 global accepts · Rating: 900 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: strings
Ronnie007's solution

360.
149A
Business trip · Tutorial
Quality: 45,989 global accepts · Rating: 900 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

361.
96A
Football · Tutorial
Quality: 193,656 global accepts · Rating: 900 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

362.
160A
Twins · Tutorial
Quality: 143,727 global accepts · Rating: 900 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

363.
133A
HQ9+ · Tutorial
Quality: 125,010 global accepts · Rating: 900 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

364.
199A
Hexadecimal's theorem · Tutorial
Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
Ronnie007's solution

365.
2164B
Even Modulo Pair · Tutorial
Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
Ronnie007's solution

366.
2092B
Lady Bug · Tutorial
Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
Ronnie007's solution

367.
2055B
Crafting · Tutorial

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
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368.
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798A
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659A
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637A
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Ronnie007's solution

494.
122A
Lucky Division · Tutorial
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Ronnie007's solution

495.
69A
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Quality: 202,373 global accepts · Rating: 1000 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

496.
118B
Present from Lena · Tutorial
Quality: 34,584 global accepts · Rating: 1000 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
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497.
143A
Help Vasilisa the Wise 2 · Tutorial
Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: brute force, math

Ronnie007's solution

498.
131A
cAPS lOCK · Tutorial
Quality: 100,978 global accepts · Rating: 1000 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

499.
118A
String Task · Tutorial
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500.
2211B
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501.
2183B
Yet Another MEX Problem · Tutorial
Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

502.
2103B
Binary Typewriter · Tutorial
Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
Ronnie007's solution

503.
2071B
Perfecto · Tutorial
Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

504.
2070B
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Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
Ronnie007's solution

505.
2064B
Variety is Discouraged · Tutorial
Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
Ronnie007's solution

506.
2043B
Digits · Tutorial
Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
Ronnie007's solution

507.
2029B
Replacement · Tutorial
Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

Ronnie007's solution

508.
2032B
Medians · Tutorial
Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

509.
2027B
Stalin Sort · Tutorial
Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
Ronnie007's solution

510.
1991B
AND Reconstruction · Tutorial
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
Ronnie007's solution

511.
1995B1
Bouquet (Easy Version) · Tutorial
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
Ronnie007's solution

512.
1994B
Fun Game · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Ronnie007's solution

513.
1957B
A BIT of a Construction · Tutorial
Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
Ronnie007's solution

514.
1942B
Bessie and MEX · Tutorial
Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

515.
1917B
Erase First or Second Letter · Tutorial
Quality: 36,358 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
Ronnie007's solution

516.
1902B
Getting Points · Tutorial
Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
Ronnie007's solution

517.
1901B
Chip and Ribbon · Tutorial
Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

Ronnie007's solution

518.
1891B
Deja Vu · Tutorial
Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
Ronnie007's solution

519.
1867B
XOR Palindromes · Tutorial
Quality: 18,634 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
Ronnie007's solution

520.
1863C
MEX Repetition · Tutorial
Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Ronnie007's solution

521.
1863B
Split Sort · Tutorial
Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
Ronnie007's solution

522.
1864B
Swap and Reverse · Tutorial
Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Ronnie007's solution

523.
1842B
Tenzing and Books · Tutorial
Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
Ronnie007's solution

524.
1839B
Lamps · Tutorial
Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Ronnie007's solution

525.
1832B
Maximum Sum · Tutorial
Quality: 35,496 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
Ronnie007's solution

526.
1821B
Sort the Subarray · Tutorial
Quality: 28,335 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Ronnie007's solution

527.
1788B
Sum of Two Numbers · Tutorial
Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
Ronnie007's solution

528.
1780B
GCD Partition · Tutorial
Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
Ronnie007's solution

529.
1783B
Matrix of Differences · Tutorial
Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

530.
1731B
Kill Demodogs · Tutorial
Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ronnie007's solution

531.
1739B
Array Recovery · Tutorial
Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

532.
1726B
Mainak and Interesting Sequence · Tutorial
Quality: 16,851 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Ronnie007's solution

533.
1712C
Sort Zero · Tutorial
Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
Ronnie007's solution

534.
1706B
Making Towers · Tutorial
Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
Ronnie007's solution

535.
1656B
Subtract Operation · Tutorial
Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers
Ronnie007's solution

536.
1638B
Odd Swap Sort · Tutorial
Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings
Ronnie007's solution

537.
1637B
MEX and Array · Tutorial
Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
Ronnie007's solution

538.
1633C
Kill the Monster · Tutorial
Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
Ronnie007's solution

539.
1625B
Elementary Particles · Tutorial
Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
Ronnie007's solution

540.
1624C
Division by Two and Permutation · Tutorial
Quality: 26,837 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
Ronnie007's solution

541.
1610B
Kalindrome Array · Tutorial
Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
Ronnie007's solution

542.
1609B
William the Vigilant · Tutorial
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
Ronnie007's solution

543.
1574B
Combinatorics Homework · Tutorial
Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
Ronnie007's solution

544.
1557B
Moamen and k-subarrays · Tutorial
Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
Ronnie007's solution

545.
1463A
Dungeon · Tutorial
Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Ronnie007's solution

546.
1421B
Putting Bricks in the Wall · Tutorial
Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

547.
1060B
Maximum Sum of Digits · Tutorial
Quality: 9,498 global accepts · Rating: 1100 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Ronnie007's solution

548.
1375A
Sign Flipping · Tutorial
Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

Ronnie007's solution

549.
1366A
Shovels and Swords · Tutorial
Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Ronnie007's solution

550.
1365A
Matrix Game · Tutorial
Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
Ronnie007's solution

551.
1334B
Middle Class · Tutorial
Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Ronnie007's solution

552.
1333B
Kind Anton · Tutorial
Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

553.
1332A
Exercising Walk · Tutorial
Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Ronnie007's solution

554.
1327A
Sum of Odd Integers · Tutorial
Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
Ronnie007's solution

555.
1214B
Badges · Tutorial
Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
Ronnie007's solution

556.
1146B
Hate "A" · Tutorial
Quality: 9,320 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
Ronnie007's solution

557.
1033B
Square Difference · Tutorial
Quality: 11,957 global accepts · Rating: 1100 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: math, number theory
Ronnie007's solution

558.
1042A
Benches · Tutorial
Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation
Ronnie007's solution

559.
1038B
Non-Coprime Partition · Tutorial
Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

Ronnie007's solution

560.
919B
Perfect Number · Tutorial
Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: binary search, brute force, dp, implementation, number theory
Ronnie007's solution

561.
898B
Proper Nutrition · Tutorial
Quality: 10,648 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: brute force, implementation, number theory
Ronnie007's solution

562.
682A
Alyona and Numbers · Tutorial
Quality: 23,994 global accepts · Rating: 1100 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
Ronnie007's solution

563.
779B
Weird Rounding · Tutorial
Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: brute force, greedy
Ronnie007's solution

564.
758B
Blown Garland · Tutorial
Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
Ronnie007's solution

565.
842B
Gleb And Pizza · Tutorial
Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry
Ronnie007's solution

566.
767A
Snacktower · Tutorial
Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: data structures, implementation
Ronnie007's solution

567.
765B
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Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
Ronnie007's solution

568.
755B
PolandBall and Game · Tutorial
Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
Ronnie007's solution

569.
754B
Ilya and tic-tac-toe game · Tutorial
Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation
Ronnie007's solution

570.
527A
Playing with Paper · Tutorial

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2016-12-11 · GNU C++11 (first AC) · Tags: implementation, math
Ronnie007's solution

571.
735B
Urbanization · Tutorial
Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings
Ronnie007's solution

572.
733B
Parade · Tutorial
Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

573.
731B
Coupons and Discounts · Tutorial
Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

574.
609B
The Best Gift · Tutorial
Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

575.
690A1
Collective Mindsets (easy) · Tutorial
Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

576.
629B
Far Relative's Problem · Tutorial
Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

577.
618B
Guess the Permutation · Tutorial
Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms
Ronnie007's solution

578.
596B
Wilbur and Array · Tutorial
Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

579.
596A
Wilbur and Swimming Pool · Tutorial
Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: geometry, implementation
Ronnie007's solution

580.
592B
The Monster and the Squirrel · Tutorial
Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

581.
570A
Elections · Tutorial
Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-14 · GNU C++ (first AC) · Tags: implementation

Ronnie007's solution

582.
545B
Equidistant String · Tutorial
Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

583.
525A
Vitaliy and Pie · Tutorial
Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings
Ronnie007's solution

584.
508A
Pasha and Pixels · Tutorial
Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

585.
505A
Mr. Kitayuta's Gift · Tutorial
Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

586.
475A
Bayan Bus · Tutorial
Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

587.
467B
Fedor and New Game · Tutorial
Quality: 42,854 global accepts · Rating: 1100 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
Ronnie007's solution

588.
463B
Caisa and Pylons · Tutorial
Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
Ronnie007's solution

589.
427B
Prison Transfer · Tutorial
Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation
Ronnie007's solution

590.
389B
Fox and Cross · Tutorial
Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

591.
43B
Letter · Tutorial
Quality: 20,492 global accepts · Rating: 1100 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

592.
382A
Ksenia and Pan Scales · Tutorial
Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

Ronnie007's solution

593.
381B
Sereja and Stairs · Tutorial
Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

594.
312A
Whose sentence is it? · Tutorial
Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-12-01 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

595.
368B
Sereja and Suffixes · Tutorial
Quality: 49,901 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, dp
Ronnie007's solution

596.
366A
Dima and Guards · Tutorial
Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

597.
365B
The Fibonacci Segment · Tutorial
Quality: 15,370 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

598.
365A
Good Number · Tutorial
Quality: 22,976 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

599.
362B
Petya and Staircases · Tutorial
Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation, sortings
Ronnie007's solution

600.
363B
Fence · Tutorial
Quality: 67,076 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp
Ronnie007's solution

601.
300A
Array · Tutorial
Quality: 27,215 global accepts · Rating: 1100 · first AC: 2013-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
Ronnie007's solution

602.
355B
Vasya and Public Transport · Tutorial
Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

603.
355A
Vasya and Digital Root · Tutorial
Quality: 9,838 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

Ronnie007's solution

604.
349A
Cinema Line · Tutorial
Quality: 33,728 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

605.
225A
Dice Tower · Tutorial
Quality: 14,245 global accepts · Rating: 1100 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

606.
53A
Autocomplete · Tutorial
Quality: 5,793 global accepts · Rating: 1100 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

607.
347B
Fixed Points · Tutorial
Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
Ronnie007's solution

608.
313B
Ilya and Queries · Tutorial
Quality: 54,506 global accepts · Rating: 1100 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: dp, implementation
Ronnie007's solution

609.
121A
Lucky Sum · Tutorial
Quality: 10,550 global accepts · Rating: 1100 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

610.
122C
Lucky Sum · Tutorial
Rating: 1100 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: brute force, math
Ronnie007's solution

611.
66B
Petya and Countryside · Tutorial
Quality: 23,109 global accepts · Rating: 1100 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

612.
218A
Mountain Scenery · Tutorial
Quality: 10,532 global accepts · Rating: 1100 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
Ronnie007's solution

613.
104B
Testing Pants for Sadness · Tutorial
Rating: 1100 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

614.
110B
Lucky String · Tutorial
Quality: 11,020 global accepts · Rating: 1100 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: constructive algorithms, strings

Ronnie007's solution

615.
116B
Little Pigs and Wolves · Tutorial
Quality: 14,615 global accepts · Rating: 1100 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

616.
316A1
Special Task · Tutorial
Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

617.
296A
Yaroslav and Permutations · Tutorial
Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

618.
289A
Polo the Penguin and Segments · Tutorial
Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

619.
285A
Slightly Decreasing Permutations · Tutorial
Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

620.
287A
IQ Test · Tutorial
Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

621.
192B
Walking in the Rain · Tutorial
Quality: 6,799 global accepts · Rating: 1100 · first AC: 2013-03-16 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

622.
270A
Fancy Fence · Tutorial
Quality: 50,826 global accepts · Rating: 1100 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: geometry, implementation, math
Ronnie007's solution

623.
197C
Lexicographically Maximum Subsequence · Tutorial
Rating: 1100 · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings
Ronnie007's solution

624.
257A
Sockets · Tutorial
Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

625.
259B
Little Elephant and Magic Square · Tutorial
Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation

Ronnie007's solution

626.
259C
Little Elephant and Bits · Tutorial
Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, strings
Ronnie007's solution

627.
155B
Combination · Tutorial
Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

628.
253A
Boys and Girls · Tutorial
Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

629.
252A
Little Xor · Tutorial
Quality: 5,862 global accepts · Rating: 1100 · first AC: 2012-12-07 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

630.
245B
Internet Address · Tutorial
Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

631.
242B
Big Segment · Tutorial
Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings
Ronnie007's solution

632.
242A
Heads or Tails · Tutorial
Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

633.
224A
Parallelepiped · Tutorial
Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: brute force, geometry, math
Ronnie007's solution

634.
186A
Comparing Strings · Tutorial
Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-10-20 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

635.
166A
Rank List · Tutorial
Quality: 21,005 global accepts · Rating: 1100 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: binary search, implementation, sortings
Ronnie007's solution

636.
218B
Airport · Tutorial
Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-10-05 · GNU C++ (first AC) · Tags: implementation

Ronnie007's solution

637.
227B
Effective Approach · Tutorial
Quality: 32,440 global accepts · Rating: 1100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

638.
160B
Unlucky Ticket · Tutorial
Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

639.
82A
Double Cola · Tutorial
Quality: 32,235 global accepts · Rating: 1100 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

640.
158B
Taxi · Tutorial
Quality: 103,833 global accepts · Rating: 1100 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: *special, greedy, implementation
Ronnie007's solution

641.
2178C
First or Second · Tutorial
Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
Ronnie007's solution

642.
2174A
Needle in a Haystack · Tutorial
Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
Ronnie007's solution

643.
2161C
Loyalty · Tutorial
Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
Ronnie007's solution

644.
2092C
Asuna and the Mosquitoes · Tutorial
Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

645.
2069B
Set of Strangers · Tutorial
Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
Ronnie007's solution

646.
2056C
Palindromic Subsequences · Tutorial
Quality: 19,437 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
Ronnie007's solution

647.
2039C1
Shohag Loves XOR (Easy Version) · Tutorial
Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
Ronnie007's solution

648.
2002C
Black Circles · Tutorial
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
Ronnie007's solution

649.
1987C
Basil's Garden · Tutorial
Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
Ronnie007's solution

650.
1989B
Substring and Subsequence · Tutorial
Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
Ronnie007's solution

651.
1982C
Boring Day · Tutorial
Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
Ronnie007's solution

652.
1982B
Collatz Conjecture · Tutorial
Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
Ronnie007's solution

653.
1975C
Chamo and Mocha's Array · Tutorial
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
Ronnie007's solution

654.
1954C
Long Multiplication · Tutorial
Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
Ronnie007's solution

655.
1954B
Make It Ugly · Tutorial
Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Ronnie007's solution

656.
1951B
Battle Cows · Tutorial
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Ronnie007's solution

657.
1874A
Jellyfish and Game · Tutorial

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
Ronnie007's solution

658.
1860B
Fancy Coins · Tutorial
Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
Ronnie007's solution

659.
1848B
Vika and the Bridge · Tutorial
Quality: 24,409 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Ronnie007's solution

660.
1832C
Contrast Value · Tutorial
Quality: 34,398 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

661.
1792B
Stand-up Comedian · Tutorial
Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ronnie007's solution

662.
1763B
Incinerate · Tutorial
Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
Ronnie007's solution

663.
1738B
Prefix Sum Addicts · Tutorial
Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Ronnie007's solution

664.
1656C
Make Equal With Mod · Tutorial
Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
Ronnie007's solution

665.
1635C
Differential Sorting · Tutorial
Quality: 25,135 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

666.
1637C
Andrew and Stones · Tutorial
Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
Ronnie007's solution

667.
1608B
Build the Permutation · Tutorial

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

668.
1598C
Delete Two Elements · Tutorial
Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
Ronnie007's solution

669.
1553C
Penalty · Tutorial
Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
Ronnie007's solution

670.
1530C
Pursuit · Tutorial
Quality: 15,577 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
Ronnie007's solution

671.
1517B
Morning Jogging · Tutorial
Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Ronnie007's solution

672.
1495A
Diamond Miner · Tutorial
Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
Ronnie007's solution

673.
1491B
Minimal Cost · Tutorial
Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Ronnie007's solution

674.
1485B
Replace and Keep Sorted · Tutorial
Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
Ronnie007's solution

675.
794B
Cutting Carrot · Tutorial
Quality: 7,270 global accepts · Rating: 1200 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Ronnie007's solution

676.
1149A
Prefix Sum Primes · Tutorial
Quality: 17,895 global accepts · Rating: 1200 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Ronnie007's solution

677.
749B
Parallelogram is Back · Tutorial
Quality: 8,933 global accepts · Rating: 1200 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

Ronnie007's solution

678.
1437B
Reverse Binary Strings · Tutorial
Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

679.
1392C
Omkar and Waterslide · Tutorial
Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

680.
1375B
Neighbor Grid · Tutorial
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

681.
1371B
Magical Calendar · Tutorial
Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
Ronnie007's solution

682.
1334A
Level Statistics · Tutorial
Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ronnie007's solution

683.
1327B
Princesses and Princes · Tutorial
Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
Ronnie007's solution

684.
1305B
Kuroni and Simple Strings · Tutorial
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
Ronnie007's solution

685.
1270B
Interesting Subarray · Tutorial
Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

686.
1257C
Dominated Subarray · Tutorial
Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
Ronnie007's solution

687.
1245B
Restricted RPS · Tutorial
Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
Ronnie007's solution

688.
1214C
Bad Sequence · Tutorial

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
Ronnie007's solution

689.
1205A
Almost Equal · Tutorial
Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

690.
1200B
Block Adventure · Tutorial
Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
Ronnie007's solution

691.
1153B
Serval and Toy Bricks · Tutorial
Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

692.
1082A
Vasya and Book · Tutorial
Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: implementation, math
Ronnie007's solution

693.
1043B
Lost Array · Tutorial
Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation
Ronnie007's solution

694.
1042B
Vitamins · Tutorial
Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation
Ronnie007's solution

695.
1028B
Unnatural Conditions · Tutorial
Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++ (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

696.
1027B
Numbers on the Chessboard · Tutorial
Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

697.
1023C
Bracket Subsequence · Tutorial
Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

698.
1023A
Single Wildcard Pattern Matching · Tutorial
Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

699.
1017B
The Bits · Tutorial
Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation, math

Ronnie007's solution

700.
960A
Check the string · Tutorial
Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

701.
914B
Conan and Agasa play a Card Game · Tutorial
Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · MS C++ (first AC) · Tags: games, greedy, implementation
Ronnie007's solution

702.
908B
New Year and Buggy Bot · Tutorial
Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

703.
682B
Alyona and Mex · Tutorial
Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: sortings
Ronnie007's solution

704.
779C
Dishonest Sellers · Tutorial
Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
Ronnie007's solution

705.
811B
Vladik and Complicated Book · Tutorial
Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: implementation, sortings
Ronnie007's solution

706.
787A
The Monster · Tutorial
Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: brute force, math, number theory
Ronnie007's solution

707.
803B
Distances to Zero · Tutorial
Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms
Ronnie007's solution

708.
776B
Sherlock and his girlfriend · Tutorial
Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
Ronnie007's solution

709.
765C
Table Tennis Game 2 · Tutorial
Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math
Ronnie007's solution

710.
743A
Vladik and flights · Tutorial
Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

Ronnie007's solution

711.
743B
Chloe and the sequence · Tutorial
Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
Ronnie007's solution

712.
722B
Verse Pattern · Tutorial
Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

713.
612B
HDD is Outdated Technology · Tutorial
Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-09-29 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

714.
708A
Letters Cyclic Shift · Tutorial
Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Ronnie007's solution

715.
690D1
The Wall (easy) · Tutorial
Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

716.
659C
Tanya and Toys · Tutorial
Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

717.
637B
Chat Order · Tutorial
Quality: 22,849 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
Ronnie007's solution

718.
625B
War of the Corporations · Tutorial
Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
Ronnie007's solution

719.
592A
PawnChess · Tutorial
Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

720.
552B
Vanya and Books · Tutorial
Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

721.
546B
Soldier and Badges · Tutorial
Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings
Ronnie007's solution

722.
514A
ChewbaD 6 æB çVÖ&W Tutorial
Quality: 71,325 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

723.
489B
BerSU Ball · Tutorial
Quality: 56,742 global accepts · Rating: 1200 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
Ronnie007's solution

724.
489A
SwapSort · Tutorial
Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

725.
482A
Diverse Permutation · Tutorial
Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

726.
474B
Worms · Tutorial
Quality: 62,551 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation
Ronnie007's solution

727.
466A
Cheap Travel · Tutorial
Quality: 77,023 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

728.
55A
Flea travel · Tutorial
Quality: 3,886 global accepts · Rating: 1200 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

729.
463A
Caisa and Sugar · Tutorial
Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

730.
461A
Appleman and Toastman · Tutorial
Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

731.
431B
Shower Line · Tutorial
Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

732.
`432B`
Football Kit · Tutorial
Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
Ronnie007's solution

733.
`412C`
Pattern · Tutorial
Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

734.
`401B`
Sereja and Contests · Tutorial
Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: greedy, implementation, math
Ronnie007's solution

735.
`400B`
Inna and New Matrix of Candies · Tutorial
Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · last AC: 2014-03-07 · GNU C++ (first AC) · Tags: brute force, implementation, schedules
Ronnie007's solution

736.
`387B`
George and Round · Tutorial
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350A
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344B
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340A
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145A
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756.
146C
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327B
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758.
327A
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302B
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766.
298B
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770.
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265C
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262B
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1217A
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909B
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1038C
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1037C
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1037B
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837.
1037A
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838.
1007A
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956A
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840.
929B
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841.
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1348B
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955B
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752C
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677B
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805D
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868B
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803A
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757B
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1014.
651C
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1015.
612C
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689A
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637C
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614B
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520B
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277A
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389C
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286A
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287C
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359B
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357B
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316A2
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1882C
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Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
Ronnie007's solution

1103.
1842C
Tenzing and Balls · Tutorial

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
Ronnie007's solution

1104.
1814C
Search in Parallel · Tutorial
Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Ronnie007's solution

1105.
1795C
Tea Tasting · Tutorial
Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
Ronnie007's solution

1106.
1792C
Min Max Sort · Tutorial
Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
Ronnie007's solution

1107.
1738C
Even Number Addicts · Tutorial
Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
Ronnie007's solution

1108.
1710A
Color the Picture · Tutorial
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

1109.
1562C
Rings · Tutorial
Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

1110.
1552B
Running for Gold · Tutorial
Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
Ronnie007's solution

1111.
1553D
Backspace · Tutorial
Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
Ronnie007's solution

1112.
1545A
AquaMoon and Strange Sort · Tutorial
Quality: 14,884 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
Ronnie007's solution

1113.
1542B
Plus and Multiply · Tutorial
Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

Ronnie007's solution

1114.
1515D
Phoenix and Socks · Tutorial
Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
Ronnie007's solution

1115.
1486B
Eastern Exhibition · Tutorial
Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
Ronnie007's solution

1116.
1473C
No More Inversions · Tutorial
Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

1117.
1466D
13th Labour of Heracles · Tutorial
Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
Ronnie007's solution

1118.
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
Ronnie007's solution

1119.
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
Ronnie007's solution

1120.
1444A
Division · Tutorial
Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Ronnie007's solution

1121.
1436C
Binary Search · Tutorial
Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
Ronnie007's solution

1122.
1416A
k-Amazing Numbers · Tutorial
Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Ronnie007's solution

1123.
1404A
Balanced Bitstring · Tutorial
Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Ronnie007's solution

1124.
1391C
Cyclic Permutations · Tutorial
Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Ronnie007's solution

1125.
1158A
The Party and Sweets · Tutorial
Quality: 8,339 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
Ronnie007's solution

1126.
1161A
Hide and Seek · Tutorial
Rating: 1500 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
Ronnie007's solution

1127.
1054C
Candies Distribution · Tutorial
Quality: 4,488 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

1128.
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
Ronnie007's solution

1129.
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
Ronnie007's solution

1130.
1372C
Omkar and Baseball · Tutorial
Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

1131.
1368C
Even Picture · Tutorial
Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Ronnie007's solution

1132.
1368B
Codeforces Subsequences · Tutorial
Quality: 21,434 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Ronnie007's solution

1133.
1366C
Palindromic Paths · Tutorial
Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ronnie007's solution

1134.
1340A
Nastya and Strange Generator · Tutorial
Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
Ronnie007's solution

1135.
1338A
Powered Addition · Tutorial
Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Ronnie007's solution

1136.
1332C
K-Complete Word · Tutorial
Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
Ronnie007's solution

1137.
1326D1
Prefix-Suffix Palindrome (Easy version) · Tutorial
Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
Ronnie007's solution

1138.
367A
Sereja and Algorithm · Tutorial
Quality: 4,546 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Ronnie007's solution

1139.
809A
Do you want a date? · Tutorial
Quality: 4,875 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
Ronnie007's solution

1140.
1325C
Ehab and Path-etic MEXs · Tutorial
Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
Ronnie007's solution

1141.
1307C
Cow and Message · Tutorial
Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
Ronnie007's solution

1142.
1218F
Workout plan · Tutorial
Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Ronnie007's solution

1143.
555A
Case of Matryoshkas · Tutorial
Quality: 6,683 global accepts · Rating: 1500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ronnie007's solution

1144.
1264A
Beautiful Regional Contest · Tutorial
Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

1145.
1242A
Tile Painting · Tutorial
Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
Ronnie007's solution

1146.
1209C
Paint the Digits · Tutorial
Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1147.
1208B
Uniqueness · Tutorial
Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
Ronnie007's solution

1148.
1201B
Zero Array · Tutorial
Quality: 25,470 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ronnie007's solution

1149.
1179A
Valeriy and Deque · Tutorial
Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ronnie007's solution

1150.
1139C
Edgy Trees · Tutorial
Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
Ronnie007's solution

1151.
1136C
Nastya Is Transposing Matrices · Tutorial
Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
Ronnie007's solution

1152.
1081C
Colorful Bricks · Tutorial
Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

1153.
1081B
Farewell Party · Tutorial
Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

1154.
1043C
Smallest Word · Tutorial
Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1155.
1012A
Photo of The Sky · Tutorial
Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings
Ronnie007's solution

1156.
1010A
Fly · Tutorial
Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, math
Ronnie007's solution

1157.
997A
Convert to Ones · Tutorial
Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math
Ronnie007's solution

1158.
960B
Minimize the error · Tutorial
Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
Ronnie007's solution

1159.
930A
Peculiar apple-tree · Tutorial
Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

1160.
908C
New Year and Curling · Tutorial
Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, geometry, implementation, math
Ronnie007's solution

1161.
674A
Bear and Colors · Tutorial
Rating: 1500 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation
Ronnie007's solution

1162.
670D2
Magic Powder - 2 · Tutorial
Quality: 19,392 global accepts · Rating: 1500 · first AC: 2017-12-07 · GNU C++ (first AC) · Tags: binary search, implementation
Ronnie007's solution

1163.
676C
Vasya and String · Tutorial
Quality: 22,438 global accepts · Rating: 1500 · first AC: 2017-12-05 · last AC: 2017-12-05 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers
Ronnie007's solution

1164.
676B
Pyramid of Glasses · Tutorial
Quality: 5,835 global accepts · Rating: 1500 · first AC: 2017-12-05 · last AC: 2017-12-05 · MS C++ (first AC) · Tags: implementation, math

Ronnie007's solution

1165.
504A
Misha and Forest · Tutorial
Rating: 1500 · first AC: 2017-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
Ronnie007's solution

1166.
791C
Bear and Different Names · Tutorial
Rating: 1500 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1167.
791B
Bear and Friendship Condition · Tutorial
Rating: 1500 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
Ronnie007's solution

1168.
752B
Santa Claus and Keyboard Check · Tutorial
Rating: 1500 · first AC: 2017-11-10 · GNU C++ (first AC) · Tags: greedy, implementation, strings
Ronnie007's solution

1169.
677C
Vanya and Label · Tutorial
Quality: 6,956 global accepts · Rating: 1500 · first AC: 2017-11-08 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings
Ronnie007's solution

1170.
749C
Voting · Tutorial
Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers
Ronnie007's solution

1171.
761C
Dasha and Password · Tutorial
Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
Ronnie007's solution

1172.
868C
Qualification Rounds · Tutorial
Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
Ronnie007's solution

1173.
855B
Marvolo Gaunt's Ring · Tutorial
Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
Ronnie007's solution

1174.
860A
Did you mean... · Tutorial
Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation
Ronnie007's solution

1175.
859C
Pie Rules · Tutorial
Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

Ronnie007's solution

1176.
853A
Planning · Tutorial
Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy
Ronnie007's solution

1177.
846A
Curriculum Vitae · Tutorial
Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation
Ronnie007's solution

1178.
839C
Journey · Tutorial
Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
Ronnie007's solution

1179.
702C
Cellular Network · Tutorial
Quality: 22,894 global accepts · Rating: 1500 · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
Ronnie007's solution

1180.
702B
Powers of Two · Tutorial
Quality: 13,632 global accepts · Rating: 1500 · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math
Ronnie007's solution

1181.
576A
Vasya and Petya's Game · Tutorial
Quality: 15,930 global accepts · Rating: 1500 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: math, number theory
Ronnie007's solution

1182.
746D
Green and Black Tea · Tutorial
Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

1183.
745C
Hongcow Builds A Nation · Tutorial
Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

1184.
743C
Vladik and fractions · Tutorial
Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
Ronnie007's solution

1185.
527C
Glass Carving · Tutorial
Quality: 7,534 global accepts · Rating: 1500 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
Ronnie007's solution

1186.
527B
Error Correct System · Tutorial
Quality: 4,072 global accepts · Rating: 1500 · first AC: 2016-12-12 · GNU C++11 (first AC) · Tags: greedy
Ronnie007's solution

1187.
696A
Lorenzo Von Matterhorn · Tutorial
Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-10-12 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees
Ronnie007's solution

1188.
620C
Pearls in a Row · Tutorial
Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1189.
609C
Load Balancing · Tutorial
Quality: 7,398 global accepts · Rating: 1500 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

1190.
690C2
Brain Network (medium) · Tutorial
Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

1191.
687A
NP-Hard Problem · Tutorial
Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

1192.
659D
Bicycle Race · Tutorial
Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-31 · GNU C++ (first AC) · Tags: geometry, implementation, math
Ronnie007's solution

1193.
614A
Link/Cut Tree · Tutorial
Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

1194.
611C
New Year and Domino · Tutorial
Quality: 9,028 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation
Ronnie007's solution

1195.
599B
Spongebob and Joke · Tutorial
Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1196.
587A
Duff and Weight Lifting · Tutorial
Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1197.
520C
DNA Alignment · Tutorial
Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: math, strings
Ronnie007's solution

1198.
584B
Kolya and Tanya · Tutorial
Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: combinatorics
Ronnie007's solution

1199.
580C
Kefa and Park · Tutorial
Quality: 55,465 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

1200.
580B
Kefa and Company · Tutorial
Quality: 31,926 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
Ronnie007's solution

1201.
553A
Kyoya and Colored Balls · Tutorial
Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

1202.
550C
Divisibility by Eight · Tutorial
Quality: 32,139 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, math
Ronnie007's solution

1203.
545C
Woodcutters · Tutorial
Quality: 32,871 global accepts · Rating: 1500 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: dp, greedy
Ronnie007's solution

1204.
497A
Removing Columns · Tutorial
Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1205.
494A
Treasure · Tutorial
Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1206.
490B
Queue · Tutorial
Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: dsu, implementation
Ronnie007's solution

1207.
468A
24 Game · Tutorial
Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

1208.
460B
Little Dima and Equation · Tutorial
Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-09-01 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory
Ronnie007's solution

1209.
455A
Boredom · Tutorial
Quality: 71,979 global accepts · Rating: 1500 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1210.
414A
Mashmokh and Numbers · Tutorial
Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
Ronnie007's solution

1211.
402C
Searching for Graph · Tutorial
Quality: 6,369 global accepts · Rating: 1500 · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs
Ronnie007's solution

1212.
404B
Marathon · Tutorial
Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

1213.
403A
Searching for Graph · Tutorial
Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
Ronnie007's solution

1214.
400C
Inna and Huge Candy Matrix · Tutorial
Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · last AC: 2014-03-07 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

1215.
384B
Multitasking · Tutorial
Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers
Ronnie007's solution

1216.
325A
Square and Rectangles · Tutorial
Quality: 2,301 global accepts · Rating: 1500 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1217.
166E
Tetrahedron · Tutorial
Quality: 25,623 global accepts · Rating: 1500 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dp, math, matrices
Ronnie007's solution

1218.
368C
Sereja and Algorithm · Tutorial
Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

1219.
362A
Two Semiknights Meet · Tutorial
Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1220.
255C
Almost Arithmetical Progression · Tutorial
Quality: 5,050 global accepts · Rating: 1500 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: brute force, dp
Ronnie007's solution

1221.
265D
Good Sequences · Tutorial
Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp, number theory
Ronnie007's solution

1222.
275C
k-Multiple Free Set · Tutorial
Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
Ronnie007's solution

1223.
356A
Knight Tournament · Tutorial
Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-10-24 · GNU C++ (first AC) · Tags: data structures, dsu
Ronnie007's solution

1224.
357C
Knight Tournament · Tutorial
Rating: 1500 · first AC: 2013-10-15 · last AC: 2013-10-24 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

1225.
354A
Vasya and Robot · Tutorial
Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, greedy, math
Ronnie007's solution

1226.
355C
Vasya and Robot · Tutorial
Rating: 1500 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, dp
Ronnie007's solution

1227.
92D
Queue · Tutorial
Rating: 1500 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: binary search, data structures, dp
Ronnie007's solution

1228.
92C
Newspaper Headline · Tutorial
Rating: 1500 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy
Ronnie007's solution

1229.
224B
Array · Tutorial
Quality: 7,917 global accepts · Rating: 1500 · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers
Ronnie007's solution

1230.
350B
Resort · Tutorial
Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: graphs
Ronnie007's solution

1231.
231B
Magic, Wizardry and Wonders · Tutorial
Quality: 3,915 global accepts · Rating: 1500 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1232.
53D
Physical Education · Tutorial
Quality: 2,626 global accepts · Rating: 1500 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: sortings
Ronnie007's solution

1233.
229A
Shifts · Tutorial
Quality: 3,754 global accepts · Rating: 1500 · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: brute force, two pointers
Ronnie007's solution

1234.
230C
Shifts · Tutorial
Rating: 1500 · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: binary search, data structures, dp, implementation
Ronnie007's solution

1235.
342B
Xenia and Spies · Tutorial
Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
Ronnie007's solution

1236.
330D
Biridian Forest · Tutorial
Rating: 1500 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: dfs and similar, implementation, shortest paths
Ronnie007's solution

1237.
330C
Purification · Tutorial
Rating: 1500 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: matrices
Ronnie007's solution

1238.
341B
Bubble Sort Graph · Tutorial
Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp
Ronnie007's solution

1239.
340D
Bubble Sort Graph · Tutorial
Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp
Ronnie007's solution

1240.
88C
Trains · Tutorial
Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: implementation, math, number theory
Ronnie007's solution

1241.
88B
Keyboard · Tutorial
Quality: 5,259 global accepts · Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1242.
165B
Burning Midnight Oil · Tutorial
Quality: 22,860 global accepts · Rating: 1500 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: binary search, implementation
Ronnie007's solution

1243.
320B
Ping-Pong (Easy Version) · Tutorial
Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

1244.
121B
Lucky Transformation · Tutorial
Quality: 2,822 global accepts · Rating: 1500 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: strings
Ronnie007's solution

1245.
122D
Lucky Transformation · Tutorial
Rating: 1500 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

1246.
114B
PFAST Inc. · Tutorial
Quality: 4,261 global accepts · Rating: 1500 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs
Ronnie007's solution

1247.
192C
Dynasty Puzzles · Tutorial
Rating: 1500 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1248.
205D
Little Elephant and Cards · Tutorial
Rating: 1500 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: binary search, brute force, sortings
Ronnie007's solution

1249.
205C
Little Elephant and Interval · Tutorial
Rating: 1500 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, math
Ronnie007's solution

1250.
115B
Lawnmower · Tutorial
Quality: 2,841 global accepts · Rating: 1500 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: greedy, sortings
Ronnie007's solution

1251.
116D
Lawnmower · Tutorial
Rating: 1500 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: dp, greedy
Ronnie007's solution

1252.
74B
Train · Tutorial
Quality: 1,785 global accepts · Rating: 1500 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: dp, games, greedy
Ronnie007's solution

1253.
316E1
Summer Homework · Tutorial
Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
Ronnie007's solution

1254.
316B1
EKG · Tutorial
Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar
Ronnie007's solution

1255.
75B
Facetook Priority Wall · Tutorial
Quality: 3,621 global accepts · Rating: 1500 · first AC: 2013-05-15 · last AC: 2013-05-15 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings
Ronnie007's solution

1256.
288B
Polo the Penguin and Houses · Tutorial
Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: combinatorics
Ronnie007's solution

1257.
289D
Polo the Penguin and Houses · Tutorial
Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, math
Ronnie007's solution

1258.
290B
QR code · Tutorial
Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
Ronnie007's solution

1259.
189C
Permutations · Tutorial
Rating: 1500 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

1260.
276C
Little Girl and Maximum Sum · Tutorial
Quality: 39,555 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings
Ronnie007's solution

1261.
274A
k-Multiple Free Set · Tutorial
Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
Ronnie007's solution

1262.
271C
Secret · Tutorial
Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

Ronnie007's solution

1263.
272C
Dima and Staircase · Tutorial
Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: data structures, implementation
Ronnie007's solution

1264.
268C
Beautiful Sets of Points · Tutorial
Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

1265.
245D
Restoring Table · Tutorial
Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1266.
237B
Young Table · Tutorial
Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: implementation, sortings
Ronnie007's solution

1267.
2207B
One Night At Freddy's · Tutorial
Quality: 5,811 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
Ronnie007's solution

1268.
2157D
Billion Players Game · Tutorial
Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
Ronnie007's solution

1269.
2103C
Median Splits · Tutorial
Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
Ronnie007's solution

1270.
2070D
Tree Jumps · Tutorial
Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
Ronnie007's solution

1271.
2059C
Customer Service · Tutorial
Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
Ronnie007's solution

1272.
2043C
Sums on Segments · Tutorial
Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
Ronnie007's solution

1273.
2034D
Darius' Wisdom · Tutorial
Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Ronnie007's solution

1274.
1994C
Hungry Games · Tutorial
Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
Ronnie007's solution

1275.
1957C
How Does the Rook Move? · Tutorial
Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

1276.
1938H
Pho Restaurant · Tutorial
Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

1277.
1917C
Watering an Array · Tutorial
Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Ronnie007's solution

1278.
1861C
Queries for the Array · Tutorial
Quality: 12,315 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
Ronnie007's solution

1279.
1849C
Binary String Copying · Tutorial
Quality: 12,533 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
Ronnie007's solution

1280.
1806C
Sequence Master · Tutorial
Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Ronnie007's solution

1281.
1795D
Triangle Coloring · Tutorial
Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Ronnie007's solution

1282.
1778C
Flexible String · Tutorial
Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
Ronnie007's solution

1283.
1775C
Interesting Sequence · Tutorial
Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
Ronnie007's solution

1284.
1766D
Lucky Chains · Tutorial
Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Ronnie007's solution

1285.
1771C
Hossam and Trainees · Tutorial
Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
Ronnie007's solution

1286.
1748C
Zero-Sum Prefixes · Tutorial
Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Ronnie007's solution

1287.
1633D
Make Them Equal · Tutorial
Quality: 18,699 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ronnie007's solution

1288.
1603B
Moderate Modular Mode · Tutorial
Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
Ronnie007's solution

1289.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
Ronnie007's solution

1290.
1609D
Social Network · Tutorial
Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
Ronnie007's solution

1291.
1567C
Carrying Conundrum · Tutorial
Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
Ronnie007's solution

1292.
1530D
Secret Santa · Tutorial
Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
Ronnie007's solution

1293.
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
Ronnie007's solution

1294.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
Ronnie007's solution

1295.
1513C
Add One · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
Ronnie007's solution

1296.
1503A
Balance the Bits · Tutorial
Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1297.
1483A
Basic Diplomacy · Tutorial
Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1298.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
Ronnie007's solution

1299.
1469C
Building a Fence · Tutorial
Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
Ronnie007's solution

1300.
1458A
Row GCD · Tutorial
Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Ronnie007's solution

1301.
1137B
Camp Schedule · Tutorial
Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
Ronnie007's solution

1302.
1137A
Skyscrapers · Tutorial
Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
Ronnie007's solution

1303.
1098A
Sum in the tree · Tutorial
Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees
Ronnie007's solution

1304.
1461D
Divide and Summarize · Tutorial
Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
Ronnie007's solution

1305.
1437D
Minimal Height Tree · Tutorial
Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
Ronnie007's solution

1306.
1396A
Multiples of Length · Tutorial
Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
Ronnie007's solution

1307.
1398C
Good Subarrays · Tutorial
Quality: 36,613 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Ronnie007's solution

1308.
759B
Travel Card · Tutorial
Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
Ronnie007's solution

1309.
1060C
Maximum Subrectangle · Tutorial
Quality: 5,209 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
Ronnie007's solution

1310.
1086A
Connect Three · Tutorial
Rating: 1600 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Ronnie007's solution

1311.
1371D
Grid-00100 · Tutorial
Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1312.
1349A
Orac and LCM · Tutorial
Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
Ronnie007's solution

1313.
1344A
Hilbert's Hotel · Tutorial
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings
Ronnie007's solution

1314.
1348C
Phoenix and Distribution · Tutorial
Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Ronnie007's solution

1315.
1336A
Linova and Kingdom · Tutorial
Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
Ronnie007's solution

1316.
1334C
Circle of Monsters · Tutorial
Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

1317.
1290A
Mind Control · Tutorial
Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
Ronnie007's solution

1318.
1109A
Sasha and a Bit of Relax · Tutorial
Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Ronnie007's solution

1319.
1327C
Game with Chips · Tutorial
Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

1320.
1305C
Kuroni and Impossible Calculation · Tutorial
Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
Ronnie007's solution

1321.
1284C
New Year and Permutation · Tutorial
Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
Ronnie007's solution

1322.
1282B2
K for the Price of One (Hard Version) · Tutorial
Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Ronnie007's solution

1323.
1261B1
Optimal Subsequences (Easy Version) · Tutorial
Rating: 1600 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

1324.
1246A
p-binary · Tutorial
Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
Ronnie007's solution

1325.
1240A
Save the Nature · Tutorial
Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
Ronnie007's solution

1326.
1217B
Zmei Gorynich · Tutorial
Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
Ronnie007's solution

1327.
1082C
Multi-Subject Competition · Tutorial
Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: greedy, sortings
Ronnie007's solution

1328.
1082B
Vova and Trophies · Tutorial
Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: greedy
Ronnie007's solution

1329.
1033C
Permutation Game · Tutorial
Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, dp, games
Ronnie007's solution

1330.
1041C
Coffee Break · Tutorial
Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
Ronnie007's solution

1331.
1036B
Diagonal Walking v.2 · Tutorial
Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math
Ronnie007's solution

1332.
1036D
Vasya and Arrays · Tutorial
Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers
Ronnie007's solution

1333.
1028C
Rectangles · Tutorial
Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++ (first AC) · Tags: geometry, implementation, sortings
Ronnie007's solution

1334.
1025B
Weakened Common Divisor · Tutorial
Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: brute force, greedy, number theory
Ronnie007's solution

1335.
1025C
Plasticine zebra · Tutorial
Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

1336.
1027C
Minimum Value Rectangle · Tutorial
Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1337.
1017C
The Phone Number · Tutorial
Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1338.
848A
From Y to Y · Tutorial
Quality: 5,346 global accepts · Rating: 1600 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: constructive algorithms
Ronnie007's solution

1339.
956B
Three-level Laser · Tutorial
Rating: 1600 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
Ronnie007's solution

1340.
923B
Producing Snow · Tutorial
Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: binary search, data structures
Ronnie007's solution

1341.
930B
Game with String · Tutorial
Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: implementation, probabilities, strings
Ronnie007's solution

1342.
878A
Short Program · Tutorial
Quality: 5,991 global accepts · Rating: 1600 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms
Ronnie007's solution

1343.
932C
Permutation Cycle · Tutorial
Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
Ronnie007's solution

1344.
906A
Shockers · Tutorial
Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

1345.
674B
Bear and Two Paths · Tutorial
Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
Ronnie007's solution

1346.
898E
Squares and not squares · Tutorial
Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1347.
898D
Alarm Clock · Tutorial
Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1348.
603A
Alternative Thinking · Tutorial
Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-11-27 · GNU C++ (first AC) · Tags: dp, greedy, math
Ronnie007's solution

1349.
682C
Alyona and the Tree · Tutorial
Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
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1350.
814C
An impassioned circulation of affection · Tutorial
Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers
Ronnie007's solution

1351.
860B
Polycarp's phone book · Tutorial
Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings
Ronnie007's solution

1352.
830B
Cards Sorting · Tutorial
Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-27 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
Ronnie007's solution

1353.
768B
Code For 1 · Tutorial
Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
Ronnie007's solution

1354.
750C
New Year and Rating · Tutorial
Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math
Ronnie007's solution

1355.
369C
Valera and Elections · Tutorial
Quality: 12,034 global accepts · Rating: 1600 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

1356.
746C
Tram · Tutorial
Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
Ronnie007's solution

1357.
741B
Arpa's weak amphitheater and Mehrdad's valuable Hoses · Tutorial
Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu
Ronnie007's solution

1358.
741A
Arpa's loud Owf and Mehrdad's evil plan · Tutorial
Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math
Ronnie007's solution

1359.
736B
Taxes · Tutorial
Rating: 1600 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: math, number theory
Ronnie007's solution

1360.
736A
Tennis Championship · Tutorial
Rating: 1600 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
Ronnie007's solution

1361.
735D
Taxes · Tutorial
Quality: 15,748 global accepts · Rating: 1600 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: math, number theory
Ronnie007's solution

1362.
735C
Tennis Championship · Tutorial
Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
Ronnie007's solution

1363.
734C
Anton and Making Potions · Tutorial
Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: binary search, dp, greedy, two pointers
Ronnie007's solution

1364.
407B
Long Path · Tutorial
Quality: 7,162 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: dp, implementation
Ronnie007's solution

1365.
733D
Kostya the Sculptor · Tutorial
Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: data structures, hashing
Ronnie007's solution

1366.
731C
Socks · Tutorial
Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy
Ronnie007's solution

1367.
722C
Destroying Array · Tutorial
Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: data structures, dsu
Ronnie007's solution

1368.
600A
Extract Numbers · Tutorial
Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation, strings
Ronnie007's solution

1369.
616D
Longest k-Good Segment · Tutorial
Quality: 12,376 global accepts · Rating: 1600 · first AC: 2016-09-22 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
Ronnie007's solution

1370.
715A
Plus and Square Root · Tutorial
Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-22 · GNU C++ (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

1371.
689B
Mike and Shortcuts · Tutorial
Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
Ronnie007's solution

1372.
659E
New Reform · Tutorial
Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
Ronnie007's solution

1373.
637D
Running with Obstacles · Tutorial
Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, data structures, dp, greedy
Ronnie007's solution

1374.
626C
Block Towers · Tutorial
Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, greedy, math, number theory
Ronnie007's solution

1375.
617C
Watering Flowers · Tutorial
Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1376.
615B
Longtail Hedgehog · Tutorial
Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: dp, graphs
Ronnie007's solution

1377.
500B
New Year Permutation · Tutorial
Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
Ronnie007's solution

1378.
607A
Chain Reaction · Tutorial
Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-24 · GNU C++ (first AC) · Tags: binary search, dp

Ronnie007's solution

1379.
605A
Sorting Railway Cars · Tutorial
Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1380.
601A
The Two Routes · Tutorial
Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · last AC: 2015-12-09 · GNU C++ (first AC) · Tags: graphs, shortest paths
Ronnie007's solution

1381.
599C
Day at the Beach · Tutorial
Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: sortings
Ronnie007's solution

1382.
573B
Bear and Blocks · Tutorial
Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math
Ronnie007's solution

1383.
570C
Replacement · Tutorial
Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
Ronnie007's solution

1384.
559A
Gerald's Hexagon · Tutorial
Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: brute force, geometry, math
Ronnie007's solution

1385.
538C
Tourist's Notes · Tutorial
Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math
Ronnie007's solution

1386.
518A
Vitaly and Strings · Tutorial
Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings
Ronnie007's solution

1387.
518C
Anya and Smartphone · Tutorial
Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
Ronnie007's solution

1388.
512A
Fox And Names · Tutorial
Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
Ronnie007's solution

1389.
508C
Anya and Ghosts · Tutorial
Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1390.
500C
New Year Book Reading · Tutorial
Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

1391.
477A
Dreamoon and Sums · Tutorial
Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1392.
55B
Smallest number · Tutorial
Quality: 3,447 global accepts · Rating: 1600 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

1393.
453A
Little Pony and Expected Maximum · Tutorial
Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: probabilities
Ronnie007's solution

1394.
447C
DZY Loves Sequences · Tutorial
Rating: 1600 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1395.
446A
DZY Loves Sequences · Tutorial
Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
Ronnie007's solution

1396.
445C
DZY Loves Physics · Tutorial
Rating: 1600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: graphs, greedy
Ronnie007's solution

1397.
444A
DZY Loves Physics · Tutorial
Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1398.
431C
k-Tree · Tutorial
Quality: 29,779 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++ (first AC) · Tags: dp, implementation, trees
Ronnie007's solution

1399.
429B
Working out · Tutorial
Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1400.
253C
Text Editor · Tutorial
Quality: 2,907 global accepts · Rating: 1600 · first AC: 2014-03-25 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
Ronnie007's solution

1401.
406A
Unusual Product · Tutorial
Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

1402.
319A
Malek Dance Club · Tutorial
Quality: 3,025 global accepts · Rating: 1600 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: combinatorics, math
Ronnie007's solution

1403.
371C
Hamburgers · Tutorial
Quality: 34,506 global accepts · Rating: 1600 · first AC: 2014-01-27 · GNU C++ (first AC) · Tags: binary search, brute force
Ronnie007's solution

1404.
383A
Milking cows · Tutorial
Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: data structures, greedy
Ronnie007's solution

1405.
384C
Milking cows · Tutorial
Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1406.
380A
Sereja and Prefixes · Tutorial
Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: binary search, brute force
Ronnie007's solution

1407.
381C
Sereja and Prefixes · Tutorial
Rating: 1600 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
Ronnie007's solution

1408.
377A
Maze · Tutorial
Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
Ronnie007's solution

1409.
378C
Maze · Tutorial
Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
Ronnie007's solution

1410.
376D
Maximum Submatrix 2 · Tutorial
Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: dp, implementation, sortings
Ronnie007's solution

1411.
375B
Maximum Submatrix 2 · Tutorial
Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings
Ronnie007's solution

1412.
73A
The Elder Trolls IV: Oblivon · Tutorial
Quality: 1,640 global accepts · Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1413.
376C
Divisible by Seven · Tutorial
Rating: 1600 · first AC: 2013-12-26 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

1414.
71C
Round Table Knights · Tutorial
Quality: 7,329 global accepts · Rating: 1600 · first AC: 2013-12-26 · GNU C++ (first AC) · Tags: dp, math, number theory
Ronnie007's solution

1415.
375A
Divisible by Seven · Tutorial
Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

1416.
142A
Help Farmer · Tutorial
Quality: 2,844 global accepts · Rating: 1600 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: brute force, math
Ronnie007's solution

1417.
372A
Counting Kangaroos is Fun · Tutorial
Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
Ronnie007's solution

1418.
320C
Malek Dance Club · Tutorial
Rating: 1600 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1419.
365C
Matrix · Tutorial
Rating: 1600 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: brute force, combinatorics, math, matrices
Ronnie007's solution

1420.
157D
Suspects · Tutorial
Rating: 1600 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1421.
59C
Title · Tutorial
Quality: 2,455 global accepts · Rating: 1600 · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: expression parsing
Ronnie007's solution

1422.
270C
Magical Boxes · Tutorial
Rating: 1600 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math, sortings
Ronnie007's solution

1423.
214B
Hometask · Tutorial
Quality: 5,352 global accepts · Rating: 1600 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

1424.
353C
Find Maximum · Tutorial
Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: implementation, math, number theory
Ronnie007's solution

1425.
151D
Quantity of Strings · Tutorial
Rating: 1600 · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math
Ronnie007's solution

1426.
350C
Bombs · Tutorial
Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
Ronnie007's solution

1427.
236C
LCM Challenge · Tutorial
Rating: 1600 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: greedy, number theory
Ronnie007's solution

1428.
233C
Cycles · Tutorial
Rating: 1600 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices
Ronnie007's solution

1429.
348A
Mafia · Tutorial
Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: binary search, math, sortings
Ronnie007's solution

1430.
349C
Mafia · Tutorial
Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1431.
225B
Well-known Numbers · Tutorial
Quality: 3,394 global accepts · Rating: 1600 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: binary search, greedy, number theory
Ronnie007's solution

1432.
346A
Alice and Bob · Tutorial
Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: games, math, number theory
Ronnie007's solution

1433.
347C
Alice and Bob · Tutorial
Rating: 1600 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: games, math, number theory
Ronnie007's solution

1434.
344D
Alternating Current · Tutorial
Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
Ronnie007's solution

1435.
344C
Rational Resistance · Tutorial
Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

1436.
343A
Rational Resistance · Tutorial
Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

1437.
343B
Alternating Current · Tutorial
Quality: 17,295 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
Ronnie007's solution

1438.
338A
Quiz · Tutorial
Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: greedy, math, number theory
Ronnie007's solution

1439.
333A
Secrets · Tutorial
Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1440.
341A
Tourist Problem · Tutorial
Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1441.
334C
Secrets · Tutorial
Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1442.
340C
Tourist Problem · Tutorial
Quality: 4,680 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, implementation, math
Ronnie007's solution

1443.
337C
Quiz · Tutorial
Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory
Ronnie007's solution

1444.
165C
Another Problem on Strings · Tutorial
Quality: 13,824 global accepts · Rating: 1600 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers
Ronnie007's solution

1445.
322B
Ciel and Flowers · Tutorial
Quality: 13,200 global accepts · Rating: 1600 · first AC: 2013-06-29 · GNU C++ (first AC) · Tags: combinatorics, math
Ronnie007's solution

1446.
114C
Grammar Lessons · Tutorial
Rating: 1600 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1447.
34D
Road Map · Tutorial
Quality: 6,490 global accepts · Rating: 1600 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

1448.
108D
Basketball Team · Tutorial
Rating: 1600 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
Ronnie007's solution

1449.
219C
Color Stripe · Tutorial
Quality: 7,158 global accepts · Rating: 1600 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: brute force, dp, greedy
Ronnie007's solution

1450.
318C
Perfect Pair · Tutorial
Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1451.
316B2
EKG · Tutorial
Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp
Ronnie007's solution

1452.
207B1
Military Trainings · Tutorial
Quality: 357 global accepts · Rating: 1600 · first AC: 2013-06-09 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

1453.
315C
Sereja and Contest · Tutorial
Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation
Ronnie007's solution

1454.
305A
Strange Addition · Tutorial
Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

Ronnie007's solution

1455.
75C
Modified GCD · Tutorial
Quality: 15,649 global accepts · Rating: 1600 · first AC: 2013-05-15 · GNU C++ (first AC) · Tags: binary search, number theory
Ronnie007's solution

1456.
283A
Cows and Sequence · Tutorial
Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
Ronnie007's solution

1457.
197A
Plate Game · Tutorial
Quality: 6,845 global accepts · Rating: 1600 · first AC: 2013-02-26 · GNU C++ (first AC) · Tags: constructive algorithms, games, math
Ronnie007's solution

1458.
272D
Dima and Two Sequences · Tutorial
Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-15 · GNU C++ (first AC) · Tags: combinatorics, math, sortings
Ronnie007's solution

1459.
260B
Ancient Prophesy · Tutorial
Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings
Ronnie007's solution

1460.
244B
Undoubtedly Lucky Numbers · Tutorial
Quality: 4,932 global accepts · Rating: 1600 · first AC: 2012-11-17 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar
Ronnie007's solution

1461.
237C
Primes on Interval · Tutorial
Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers
Ronnie007's solution

1462.
235A
LCM Challenge · Tutorial
Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: number theory
Ronnie007's solution

1463.
231C
To Add or Not to Add · Tutorial
Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
Ronnie007's solution

1464.
2178D
Xmas or Hysteria · Tutorial
Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

1465.
2161B
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Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
Ronnie007's solution

1466.
2110D
Fewer Batteries · Tutorial
Quality: 8,607 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
Ronnie007's solution

1467.
2089A
Simple Permutation · Tutorial
Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
Ronnie007's solution

1468.
2071C
Trapmigiano Reggiano · Tutorial
Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
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1469.
2039D
Shohag Loves GCD · Tutorial
Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Ronnie007's solution

1470.
2029C
New Rating · Tutorial
Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
Ronnie007's solution

1471.
2027D1
The Endspeaker (Easy Version) · Tutorial
Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
Ronnie007's solution

1472.
2006A
Iris and Game on the Tree · Tutorial
Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
Ronnie007's solution

1473.
1995B2
Bouquet (Hard Version) · Tutorial
Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
Ronnie007's solution

1474.
1982D
Beauty of the mountains · Tutorial
Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
Ronnie007's solution

1475.
1975D
Paint the Tree · Tutorial
Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
Ronnie007's solution

1476.
1969C
Minimizing the Sum · Tutorial
Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
Ronnie007's solution

1477.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
Ronnie007's solution

1478.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
Ronnie007's solution

1479.
1930C
Lexicographically Largest · Tutorial
Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
Ronnie007's solution

1480.
1896D
Ones and Twos · Tutorial
Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
Ronnie007's solution

1481.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
Ronnie007's solution

1482.
1898C
Colorful Grid · Tutorial
Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Ronnie007's solution

1483.
1893B
Neutral Tonality · Tutorial
Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
Ronnie007's solution

1484.
1889B
Doremy's Connecting Plan · Tutorial
Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Ronnie007's solution

1485.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
Ronnie007's solution

1486.
1864D
Matrix Cascade · Tutorial
Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
Ronnie007's solution

1487.
1849D
Array Painting · Tutorial
Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
Ronnie007's solution

1488.
1814B
Long Legs · Tutorial
Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Ronnie007's solution

1489.
1792D
Fixed Prefix Permutations · Tutorial
Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
Ronnie007's solution

1490.
1783C
Yet Another Tournament · Tutorial
Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Ronnie007's solution

1491.
1731D
Valiant's New Map · Tutorial
Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Ronnie007's solution

1492.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
Ronnie007's solution

1493.
1715C
Monoblock · Tutorial
Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math
Ronnie007's solution

1494.
1644D
Cross Coloring · Tutorial
Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
Ronnie007's solution

1495.
1625C
Road Optimization · Tutorial
Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
Ronnie007's solution

1496.
1608C
Game Master · Tutorial
Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
Ronnie007's solution

1497.
1598D
Training Session · Tutorial
Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
Ronnie007's solution

1498.
1580A
Portal · Tutorial
Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Ronnie007's solution

1499.
1562D1
Two Hundred Twenty One (easy version) · Tutorial
Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
Ronnie007's solution

1500.
1557C
Moamen and XOR · Tutorial
Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
Ronnie007's solution

1501.
1543D1
RPD and Rap Sheet (Easy Version) · Tutorial
Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Ronnie007's solution

1502.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

1503.
1503B
3-Coloring · Tutorial
Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
Ronnie007's solution

1504.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Ronnie007's solution

1505.
1485C
Floor and Mod · Tutorial
Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Ronnie007's solution

1506.
1479A
Searching Local Minimum · Tutorial
Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
Ronnie007's solution

1507.
1473D
Program · Tutorial
Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
Ronnie007's solution

1508.
1467B
Hills And Valleys · Tutorial
Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Ronnie007's solution

1509.
634C
Factory Repairs · Tutorial
Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

1510.
634B
XOR Equation · Tutorial
Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math
Ronnie007's solution

1511.
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
Ronnie007's solution

1512.
1464A
Peaceful Rooks · Tutorial
Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
Ronnie007's solution

1513.
1462E2
Close Tuples (hard version) · Tutorial
Quality: 11,367 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
Ronnie007's solution

1514.
1314A
Recommendations · Tutorial
Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ronnie007's solution

1515.
1434B
Shurikens · Tutorial
Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Ronnie007's solution

1516.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Ronnie007's solution

1517.
759A
Pavel and barbecue · Tutorial
Rating: 1700 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
Ronnie007's solution

1518.
1086B
Minimum Diameter Tree · Tutorial
Rating: 1700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
Ronnie007's solution

1519.
1074A
The Tower is Going Home · Tutorial
Rating: 1700 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
Ronnie007's solution

1520.
1383A
String Transformation 1 · Tutorial
Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
Ronnie007's solution

1521.
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
Ronnie007's solution

1522.
1368D
AND, OR and square sum · Tutorial
Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Ronnie007's solution

1523.
1365D
Solve The Maze · Tutorial
Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
Ronnie007's solution

1524.
1361A
Johnny and Contribution · Tutorial
Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
Ronnie007's solution

1525.
1359C
Mixing Water · Tutorial
Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
Ronnie007's solution

1526.
1340B
Nastya and Scoreboard · Tutorial
Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
Ronnie007's solution

1527.
1168A
Increasing by Modulo · Tutorial
Quality: 7,596 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Ronnie007's solution

1528.
1336B
Xenia and Colorful Gems · Tutorial
Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
Ronnie007's solution

1529.
1333C
Eugene and an array · Tutorial
Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Ronnie007's solution

1530.
1329B
Dreamoon Likes Sequences · Tutorial
Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
Ronnie007's solution

1531.
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
Ronnie007's solution

1532.
983A
Finite or not? · Tutorial
Quality: 4,780 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ronnie007's solution

1533.
1292B
Aroma's Search · Tutorial
Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
Ronnie007's solution

1534.
1320B
Navigation System · Tutorial
Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
Ronnie007's solution

1535.
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
Ronnie007's solution

1536.
1280A
Cut and Paste · Tutorial
Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-22 · last AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Ronnie007's solution

1537.
1268A
Long Beautiful Integer · Tutorial
Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
Ronnie007's solution

1538.
1261A
Messy · Tutorial
Rating: 1700 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
Ronnie007's solution

1539.
1254A
Feeding Chicken · Tutorial
Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1540.
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
Ronnie007's solution

1541.
1237C1
Balanced Removals (Easier) · Tutorial
Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
Ronnie007's solution

1542.
1228C
Primes and Multiplication · Tutorial
Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
Ronnie007's solution

1543.
1229A
Marcin and Training Camp · Tutorial
Rating: 1700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
Ronnie007's solution

1544.
1209D
Cow and Snacks · Tutorial
Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
Ronnie007's solution

1545.
1217C
The Number Of Good Substrings · Tutorial

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
Ronnie007's solution

1546.
1204C
Anna, Svyatoslav and Maps · Tutorial
Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
Ronnie007's solution

1547.
1146C
Tree Diameter · Tutorial
Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
Ronnie007's solution

1548.
1153C
Serval and Parenthesis Sequence · Tutorial
Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
Ronnie007's solution

1549.
1043D
Mysterious Crime · Tutorial
Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
Ronnie007's solution

1550.
1042C
Array Product · Tutorial
Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

1551.
1041D
Glider · Tutorial
Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
Ronnie007's solution

1552.
1037D
Valid BFS? · Tutorial
Quality: 19,102 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
Ronnie007's solution

1553.
1027D
Mouse Hunt · Tutorial
Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

1554.
1023D
Array Restoration · Tutorial
Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures
Ronnie007's solution

1555.
956C
Riverside Curio · Tutorial
Rating: 1700 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation
Ronnie007's solution

1556.
960C
Subsequence Counting · Tutorial

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
Ronnie007's solution

1557.
923A
Primal Sport · Tutorial
Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

1558.
929C
A¬Œ¡C„2C O C¤>CÄ0CÔ4C · Tutorial
Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++ (first AC) · Tags: *special, combinatorics, math
Ronnie007's solution

1559.
919D
Substring · Tutorial
Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs
Ronnie007's solution

1560.
131E
Yet Another Task with Queens · Tutorial
Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: sortings
Ronnie007's solution

1561.
827A
String Reconstruction · Tutorial
Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-12-08 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, strings
Ronnie007's solution

1562.
670E
Correct Bracket Sequence Editor · Tutorial
Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-12-07 · GNU C++ (first AC) · Tags: data structures, dsu, strings
Ronnie007's solution

1563.
779D
String Game · Tutorial
Rating: 1700 · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: binary search, strings
Ronnie007's solution

1564.
758C
Unfair Poll · Tutorial
Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math
Ronnie007's solution

1565.
761D
Dasha and Very Difficult Problem · Tutorial
Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
Ronnie007's solution

1566.
815A
Karen and Game · Tutorial
Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
Ronnie007's solution

1567.
696B
Puzzles · Tutorial
Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
Ronnie007's solution

1568.
622C
Not Equal on a Segment · Tutorial
Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ronnie007's solution

1569.
739A
Alyona and mex · Tutorial
Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1570.
737B
Sea Battle · Tutorial
Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

1571.
737A
Road to Cinema · Tutorial
Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search
Ronnie007's solution

1572.
732D
Exams · Tutorial
Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-30 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
Ronnie007's solution

1573.
598D
Igor In the Museum · Tutorial
Quality: 13,095 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
Ronnie007's solution

1574.
690B1
Recover Polygon (easy) · Tutorial
Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

1575.
689C
Mike and Chocolate Thieves · Tutorial
Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, math
Ronnie007's solution

1576.
685A
Robbers' watch · Tutorial
Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math
Ronnie007's solution

1577.
625A
Guest From the Past · Tutorial
Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · last AC: 2016-02-13 · GNU C++ (first AC) · Tags: implementation, math
Ronnie007's solution

1578.
621C
Wet Shark and Flowers · Tutorial
Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities
Ronnie007's solution

1579.
605B
Lazy Student · Tutorial
Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs
Ronnie007's solution

1580.
596C
Wilbur and Points · Tutorial
Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings
Ronnie007's solution

1581.
590A
Median Smoothing · Tutorial
Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1582.
585B
Phillip and Trains · Tutorial
Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
Ronnie007's solution

1583.
584C
Marina and Vasya · Tutorial
Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
Ronnie007's solution

1584.
360A
Levko and Array Recovery · Tutorial
Quality: 2,140 global accepts · Rating: 1700 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

1585.
582A
GCD Table · Tutorial
Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory
Ronnie007's solution

1586.
581D
Three Logos · Tutorial
Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
Ronnie007's solution

1587.
578B
"Or" Game · Tutorial
Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: brute force, greedy
Ronnie007's solution

1588.
578A
A Problem about Polyline · Tutorial
Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++ (first AC) · Tags: geometry, math

Ronnie007's solution

1589.
567D
One-Dimensional Battle Ships · Tutorial
Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
Ronnie007's solution

1590.
567C
Geometric Progression · Tutorial
Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp
Ronnie007's solution

1591.
559B
Equivalent Strings · Tutorial
Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings
Ronnie007's solution

1592.
546D
Soldier and Number Game · Tutorial
Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory
Ronnie007's solution

1593.
518D
Ilya and Escalator · Tutorial
Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities
Ronnie007's solution

1594.
507C
Guess Your Way Out! · Tutorial
Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: implementation, math, trees
Ronnie007's solution

1595.
498A
Crazy Town · Tutorial
Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry
Ronnie007's solution

1596.
490C
Hacking Cypher · Tutorial
Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings
Ronnie007's solution

1597.
489D
Unbearable Controversy of Being · Tutorial
Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
Ronnie007's solution

1598.
479D
Long Jumps · Tutorial
Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: binary search, greedy, implementation
Ronnie007's solution

1599.
480B
Long Jumps · Tutorial
Rating: 1700 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
Ronnie007's solution

1600.
486C
Palindrome Transformation · Tutorial
Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
Ronnie007's solution

1601.
484A
Bits · Tutorial
Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms
Ronnie007's solution

1602.
474D
Flowers · Tutorial
Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1603.
467C
George and Job · Tutorial
Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-19 · GNU C++ (first AC) · Tags: dp, implementation
Ronnie007's solution

1604.
466C
Number of Ways · Tutorial
Quality: 41,890 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Ronnie007's solution

1605.
464A
No to Palindromes! · Tutorial
Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings
Ronnie007's solution

1606.
460C
Present · Tutorial
Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
Ronnie007's solution

1607.
458A
Golden System · Tutorial
Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1608.
449A
Jzzhu and Chocolate · Tutorial
Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-28 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1609.
201A
Clear Symmetry · Tutorial
Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math
Ronnie007's solution

1610.
163A
Substring and Subsequence · Tutorial
Quality: 2,995 global accepts · Rating: 1700 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1611.
427C
Checkposts · Tutorial
Quality: 16,903 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers
Ronnie007's solution

1612.
296D
Greg and Graph · Tutorial
Rating: 1700 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: dp, graphs
Ronnie007's solution

1613.
295B
Greg and Graph · Tutorial
Quality: 17,660 global accepts · Rating: 1700 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
Ronnie007's solution

1614.
406B
Toy Sum · Tutorial
Rating: 1700 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

1615.
287B
Pipeline · Tutorial
Quality: 11,538 global accepts · Rating: 1700 · first AC: 2014-02-02 · GNU C++ (first AC) · Tags: binary search, math
Ronnie007's solution

1616.
327C
Magic Five · Tutorial
Quality: 3,668 global accepts · Rating: 1700 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: combinatorics, math
Ronnie007's solution

1617.
385C
Bear and Prime Numbers · Tutorial
Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
Ronnie007's solution

1618.
382C
Arithmetic Progression · Tutorial
Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: implementation, sortings
Ronnie007's solution

1619.
276D
Little Girl and Maximum XOR · Tutorial
Quality: 16,371 global accepts · Rating: 1700 · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math
Ronnie007's solution

1620.
157C
Message · Tutorial
Rating: 1700 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: brute force, dp, strings
Ronnie007's solution

1621.
270D
Greenhouse Effect · Tutorial
Rating: 1700 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1622.
224C
Bracket Sequence · Tutorial
Rating: 1700 · first AC: 2013-10-07 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

1623.
216D
Spider's Web · Tutorial
Quality: 1,500 global accepts · Rating: 1700 · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
Ronnie007's solution

1624.
216B
Forming Teams · Tutorial
Quality: 7,029 global accepts · Rating: 1700 · first AC: 2013-09-30 · GNU C++ (first AC) · Tags: dfs and similar, implementation
Ronnie007's solution

1625.
349B
Color the Fence · Tutorial
Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation
Ronnie007's solution

1626.
322C
Ciel and Robot · Tutorial
Rating: 1700 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: implementation, math, number theory
Ronnie007's solution

1627.
229B
Planets · Tutorial
Quality: 5,785 global accepts · Rating: 1700 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths
Ronnie007's solution

1628.
230D
Planets · Tutorial
Rating: 1700 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths
Ronnie007's solution

1629.
321A
Ciel and Robot · Tutorial
Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: binary search, implementation, math
Ronnie007's solution

1630.
339C
Xenia and Weights · Tutorial
Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-27 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
Ronnie007's solution

1631.
339D
Xenia and Bit Operations · Tutorial
Quality: 32,551 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

Ronnie007's solution

1632.
93A
Frames · Tutorial
Quality: 2,072 global accepts · Rating: 1700 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

1633.
94C
Frames · Tutorial
Rating: 1700 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1634.
98A
Help Victoria the Wise · Tutorial
Quality: 1,349 global accepts · Rating: 1700 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

1635.
63C
Bulls and Cows · Tutorial
Quality: 2,002 global accepts · Rating: 1700 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

1636.
84C
Biathlon · Tutorial
Quality: 1,856 global accepts · Rating: 1700 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: binary search, implementation
Ronnie007's solution

1637.
99C
Help Victoria the Wise · Tutorial
Rating: 1700 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

1638.
316G1
Good Substrings · Tutorial
Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: hashing, strings
Ronnie007's solution

1639.
194C
Cutting Figure · Tutorial
Rating: 1700 · first AC: 2013-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings
Ronnie007's solution

1640.
106C
Buns · Tutorial
Quality: 7,060 global accepts · Rating: 1700 · first AC: 2013-05-01 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1641.
118D
Caesar's Legions · Tutorial
Quality: 20,479 global accepts · Rating: 1700 · first AC: 2013-05-01 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1642.
279C
Ladder · Tutorial
Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-05-01 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

Ronnie007's solution

1643.
106D
Treasure Island · Tutorial
Quality: 1,471 global accepts · Rating: 1700 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: brute force, implementation
Ronnie007's solution

1644.
283B
Cow Program · Tutorial
Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-20 · last AC: 2013-03-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs
Ronnie007's solution

1645.
260C
Balls and Boxes · Tutorial
Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
Ronnie007's solution

1646.
2211C2
Equal Multisets (Hard Version) · Tutorial
Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
Ronnie007's solution

1647.
2164D
Copy String · Tutorial
Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers
Ronnie007's solution

1648.
2092D
Mishkin Energizer · Tutorial
Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
Ronnie007's solution

1649.
2071D1
Infinite Sequence (Easy Version) · Tutorial
Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
Ronnie007's solution

1650.
2069D
Palindrome Shuffle · Tutorial
Quality: 7,049 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
Ronnie007's solution

1651.
2043D
Problem about GCD · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
Ronnie007's solution

1652.
2039C2
Shohag Loves XOR (Hard Version) · Tutorial
Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number

theory
Ronnie007's solution

1653.
2032D
Genokraken · Tutorial
Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
Ronnie007's solution

1654.
2035D
Yet Another Real Number Problem · Tutorial
Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
Ronnie007's solution

1655.
2006B
Iris and the Tree · Tutorial
Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
Ronnie007's solution

1656.
1995C
Squaring · Tutorial
Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
Ronnie007's solution

1657.
1987D
World is Mine · Tutorial
Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
Ronnie007's solution

1658.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
Ronnie007's solution

1659.
1954D
Colored Balls · Tutorial
Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
Ronnie007's solution

1660.
1930D1
Sum over all Substrings (Easy Version) · Tutorial
Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · last AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
Ronnie007's solution

1661.
1912K
Kim's Quest · Tutorial
Quality: 4,202 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
Ronnie007's solution

1662.
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
Ronnie007's solution

1663.
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
Ronnie007's solution

1664.
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
Ronnie007's solution

1665.
1780D
Bit Guessing Game · Tutorial
Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
Ronnie007's solution

1666.
1775D
Friendly Spiders · Tutorial
Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
Ronnie007's solution

1667.
1721D
Maximum AND · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
Ronnie007's solution

1668.
1705D
Mark and Lightbulbs · Tutorial
Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
Ronnie007's solution

1669.
1635D
Infinite Set · Tutorial
Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
Ronnie007's solution

1670.
1637D
Yet Another Minimization Problem · Tutorial
Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
Ronnie007's solution

1671.
1617D1
Too Many Impostors (easy version) · Tutorial
Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
Ronnie007's solution

1672.
1586D
Omkar and the Meaning of Life · Tutorial

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
Ronnie007's solution

1673.
1556D
Take a Guess · Tutorial
Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Ronnie007's solution

1674.
1556C
Compressed Bracket Sequence · Tutorial
Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Ronnie007's solution

1675.
1548B
Integers Have Friends · Tutorial
Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
Ronnie007's solution

1676.
1552C
Maximize the Intersections · Tutorial
Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
Ronnie007's solution

1677.
1552D
Array Differentiation · Tutorial
Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
Ronnie007's solution

1678.
1517D
Explorer Space · Tutorial
Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
Ronnie007's solution

1679.
1508B
Almost Sorted · Tutorial
Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
Ronnie007's solution

1680.
1500A
Going Home · Tutorial
Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math
Ronnie007's solution

1681.
1491D
Zookeeper and The Infinite Zoo · Tutorial
Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Ronnie007's solution

1682.
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
Ronnie007's solution

1683.
1466E
Apollo versus Pan · Tutorial
Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
Ronnie007's solution

1684.
794C
Naming Company · Tutorial
Quality: 3,327 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
Ronnie007's solution

1685.
1463C
Busy Robot · Tutorial
Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ronnie007's solution

1686.
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
Ronnie007's solution

1687.
1450D
Rating Compression · Tutorial
Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
Ronnie007's solution

1688.
1446B
Catching Cheaters · Tutorial
Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Ronnie007's solution

1689.
1442B
Identify the Operations · Tutorial
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
Ronnie007's solution

1690.
1442A
Extreme Subtraction · Tutorial
Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Ronnie007's solution

1691.
1437C
Chef Monocarp · Tutorial
Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
Ronnie007's solution

1692.
1396B
Stoned Game · Tutorial
Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

Ronnie007's solution

1693.
1398D
Colored Rectangles · Tutorial
Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Ronnie007's solution

1694.
1394A
Boboniu Chats with Du · Tutorial
Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
Ronnie007's solution

1695.
800B
Volatile Kite · Tutorial
Rating: 1800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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1038D
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1010C
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963A
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527D
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600C
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281D
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142B
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1786.
334D
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146D
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1793.
80D
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1794.
302C
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Ronnie007's solution

1795.
254C
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1796.
252B
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1797.
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1969D
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1957D
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1938C
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1912A
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1902D
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1902E
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1895D
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1824.
1887B
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1825.
1887A2
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Ronnie007's solution

1826.
1882D
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Ronnie007's solution

1827.
1866C
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Ronnie007's solution

1828.
1847D
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1829.
1842D
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1773A
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1773K
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1832.
1738D
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1715D
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1834.
1718A2
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1707B
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1836.
1701D
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1837.
1696D
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1838.
1656D
K-good · Tutorial
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theory
Ronnie007's solution

1839.
1644E
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1840.
1627D
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1841.
1601B
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1842.
1624G
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1843.
1591D
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1844.
1558B
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1845.
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1846.
1543C
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1508A
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1483B
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1495B
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1850.
1486C2
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1467C
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1854.
1470B
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613A
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1463D
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1858.
1434A
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Ronnie007's solution

1859.
1436D
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1421D
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1430E
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1404B
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1161B
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1060D
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1865.
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1866.
1054D
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1867.
1067A
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1868.
1074B
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1869.
1383B
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1375D
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1871.
1371E1
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1264B
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1365E
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1361B
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1875.
1348D
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Ronnie007's solution

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1168B
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1172B
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981D
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367B
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1880.
1305D
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1307D
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1882.
1270D
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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
Ronnie007's solution

1883.
1242B
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Ronnie007's solution

1884.
1245D
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Ronnie007's solution

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1237C2
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1228D
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1887.
1220D
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1214D
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1889.
1208D
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Ronnie007's solution

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1205B
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Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
Ronnie007's solution

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1200D
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Ronnie007's solution

1892.
1197D
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1153D
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1081E
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1043E
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1896.
1041E
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Ronnie007's solution

1897.
1036C
Classy Numbers · Tutorial
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Ronnie007's solution

1898.
1017D
The Wu · Tutorial
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Ronnie007's solution

1899.
1012C
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1900.
1012B
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Ronnie007's solution

1901.
961E
Tufurama · Tutorial
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1902.
930C
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1903.
135C
Zero-One · Tutorial
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1904.
16E
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1905.
914D
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682D
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1907.
811C
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1908.
866B
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1909.
846D
Monitor · Tutorial
Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: binary search, data structures
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1910.
839B
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1911.
803C
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796C
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757C
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750D
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1915.
191C
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Quality: 9,223 global accepts · Rating: 1900 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

1916.
420C
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1917.
739B
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1918.
737C
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1919.
731F
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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math, number theory
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724D
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651D
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722D
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45C
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1924.
362C
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1925.
46E
Comb · Tutorial
Quality: 1,159 global accepts · Rating: 1900 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: data structures, dp
Ronnie007's solution

1926.
711D
Directed Roads · Tutorial
Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
Ronnie007's solution

1927.
61E
Enemy is weak · Tutorial
Quality: 15,175 global accepts · Rating: 1900 · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: data structures, trees
Ronnie007's solution

1928.
708B
Recover the String · Tutorial
Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

1929.
687C
The Values You Can Make · Tutorial
Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1930.
685B
Kay and Snowflake · Tutorial
Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

Ronnie007's solution

1931.
613B
Skills · Tutorial
Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
Ronnie007's solution

1932.
614D
Skills · Tutorial
Rating: 1900 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: dp, greedy, sortings
Ronnie007's solution

1933.
500D
New Year Santa Network · Tutorial
Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
Ronnie007's solution

1934.
607B
Zuma · Tutorial
Quality: 16,314 global accepts · Rating: 1900 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

1935.
599D
Spongebob and Squares · Tutorial
Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, math
Ronnie007's solution

1936.
582B
Once Again... · Tutorial
Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices
Ronnie007's solution

1937.
553B
Kyoya and Permutation · Tutorial
Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math
Ronnie007's solution

1938.
552D
Vanya and Triangles · Tutorial
Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
Ronnie007's solution

1939.
552C
Vanya and Scales · Tutorial
Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-19 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
Ronnie007's solution

1940.
547B
Mike and Feet · Tutorial
Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu
Ronnie007's solution

1941.
536B
Tavas and Malekas · Tutorial
Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
Ronnie007's solution

1942.
536A
Tavas and Karafs · Tutorial
Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math
Ronnie007's solution

1943.
529B
Group Photo 2 (online mirror version) · Tutorial
Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force, greedy, sortings
Ronnie007's solution

1944.
529E
The Art of Dealing with ATM · Tutorial
Rating: 1900 · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: brute force
Ronnie007's solution

1945.
459E
Pashmak and Graph · Tutorial
Quality: 5,971 global accepts · Rating: 1900 · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: dp, sortings
Ronnie007's solution

1946.
512B
Fox And Jumping · Tutorial
Rating: 1900 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths
Ronnie007's solution

1947.
505C
Mr. Kitayuta, the Treasure Hunter · Tutorial
Quality: 7,304 global accepts · Rating: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, two pointers
Ronnie007's solution

1948.
497B
Tennis Game · Tutorial
Rating: 1900 · first AC: 2014-12-17 · last AC: 2014-12-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
Ronnie007's solution

1949.
490D
Chocolate · Tutorial
Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory
Ronnie007's solution

1950.
479E
Riding in a Lift · Tutorial
Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: combinatorics, dp
Ronnie007's solution

1951.
480C
Riding in a Lift · Tutorial
Rating: 1900 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation
Ronnie007's solution

1952.
477B
Dreamoon and Sets · Tutorial
Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

1953.
472D
Design Tutorial: Inverse the Problem · Tutorial
Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
Ronnie007's solution

1954.
463D
Gargari and Permutations · Tutorial
Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation
Ronnie007's solution

1955.
463C
Gargari and Bishops · Tutorial
Quality: 9,185 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy, hashing, implementation
Ronnie007's solution

1956.
458B
Distributed Join · Tutorial
Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1957.
455B
A Lot of Games · Tutorial
Quality: 6,851 global accepts · Rating: 1900 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
Ronnie007's solution

1958.
448C
Painting Fence · Tutorial
Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy
Ronnie007's solution

1959.
438B
The Child and Zoo · Tutorial
Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings
Ronnie007's solution

1960.
223B
Two Strings · Tutorial
Quality: 2,034 global accepts · Rating: 1900 · first AC: 2014-05-26 · GNU C++ (first AC) · Tags: data structures, dp, strings
Ronnie007's solution

1961.
285D
Permutation Sum · Tutorial
Quality: 1,676 global accepts · Rating: 1900 · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
Ronnie007's solution

1962.
190D
Non-Secret Cypher · Tutorial
Quality: 2,661 global accepts · Rating: 1900 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: two pointers

Ronnie007's solution

1963.

319B

Psychos in a Line · Tutorial

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: data structures, implementation

Ronnie007's solution

1964.

320D

Psychos in a Line · Tutorial

Rating: 1900 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: data structures

Ronnie007's solution

1965.

372B

Counting Rectangles is Fun · Tutorial

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-20 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

Ronnie007's solution

1966.

259D

Little Elephant and Elections · Tutorial

Rating: 1900 · first AC: 2013-12-10 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

Ronnie007's solution

1967.

368D

Sereja ans Anagrams · Tutorial

Rating: 1900 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: data structures, two pointers

Ronnie007's solution

1968.

366C

Dima and Salad · Tutorial

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: dp

Ronnie007's solution

1969.

222D

Olympiad · Tutorial

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2013-11-12 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

Ronnie007's solution

1970.

63D

Dividing Island · Tutorial

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: constructive algorithms

Ronnie007's solution

1971.

356B

Xenia and Hamming · Tutorial

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-24 · GNU C++ (first AC) · Tags: implementation, math

Ronnie007's solution

1972.

357D

Xenia and Hamming · Tutorial

Rating: 1900 · first AC: 2013-10-24 · GNU C++ (first AC) · Tags: number theory

Ronnie007's solution

1973.

353B

Two Heaps · Tutorial

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

Ronnie007's solution

1974.
215D
Hot Days · Tutorial
Quality: 1,691 global accepts · Rating: 1900 · first AC: 2013-10-03 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

1975.
322D
Ciel and Duel · Tutorial
Rating: 1900 · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: dp, flows, greedy, two pointers
Ronnie007's solution

1976.
229C
Triangles · Tutorial
Quality: 1,783 global accepts · Rating: 1900 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: combinatorics, graphs, math
Ronnie007's solution

1977.
230E
Triangles · Tutorial
Rating: 1900 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: combinatorics, graphs, math
Ronnie007's solution

1978.
321B
Ciel and Duel · Tutorial
Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: dp, flows, greedy
Ronnie007's solution

1979.
344E
Read Time · Tutorial
Rating: 1900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: binary search, two pointers
Ronnie007's solution

1980.
343C
Read Time · Tutorial
Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
Ronnie007's solution

1981.
342C
Cupboard and Balloons · Tutorial
Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: geometry
Ronnie007's solution

1982.
327D
Block Tower · Tutorial
Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

1983.
228E
The Road to Berland is Paved With Good Intentions · Tutorial
Quality: 2,815 global accepts · Rating: 1900 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
Ronnie007's solution

1984.
121C
Lucky Permutation · Tutorial
Quality: 1,434 global accepts · Rating: 1900 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

Ronnie007's solution

1985.
122E
Lucky Permutation · Tutorial
Rating: 1900 · first AC: 2013-06-21 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

1986.
41E
3-cycles · Tutorial
Quality: 2,227 global accepts · Rating: 1900 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy
Ronnie007's solution

1987.
111B
Petya and Divisors · Tutorial
Quality: 4,104 global accepts · Rating: 1900 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: binary search, data structures, number theory
Ronnie007's solution

1988.
112D
Petya and Divisors · Tutorial
Rating: 1900 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: implementation, number theory
Ronnie007's solution

1989.
294C
Shaass and Lights · Tutorial
Quality: 4,358 global accepts · Rating: 1900 · first AC: 2013-04-08 · GNU C++ (first AC) · Tags: combinatorics, number theory
Ronnie007's solution

1990.
257D
Sum · Tutorial
Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: greedy, math
Ronnie007's solution

1991.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
Ronnie007's solution

1992.
2165C
Binary Wine · Tutorial
Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
Ronnie007's solution

1993.
2103D
Local Construction · Tutorial
Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
Ronnie007's solution

1994.
1994E
Wooden Game · Tutorial
Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
Ronnie007's solution

1995.
1988D
The Omnipotent Monster Killer · Tutorial

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
Ronnie007's solution

1996.
1987E
Wonderful Tree! · Tutorial
Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
Ronnie007's solution

1997.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
Ronnie007's solution

1998.
1951D
Buying Jewels · Tutorial
Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

1999.
1943B
Non-Palindromic Substring · Tutorial
Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
Ronnie007's solution

2000.
1936B
Pinball · Tutorial
Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
Ronnie007's solution

2001.
1672F1
Array Shuffling · Tutorial
Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Ronnie007's solution

2002.
1893C
Freedom of Choice · Tutorial
Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
Ronnie007's solution

2003.
1891F
A Growing Tree · Tutorial
Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

2004.
1889C1
Doremy's Drying Plan (Easy Version) · Tutorial
Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
Ronnie007's solution

2005.
1867E1
Salyg1n and Array (simple version) · Tutorial
Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

math
Ronnie007's solution

2006.
1841D
Pairs of Segments · Tutorial
Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
Ronnie007's solution

2007.
1788D
Moving Dots · Tutorial
Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
Ronnie007's solution

2008.
1783D
Different Arrays · Tutorial
Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Ronnie007's solution

2009.
1731E
Graph Cost · Tutorial
Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
Ronnie007's solution

2010.
1763C
Another Array Problem · Tutorial
Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Ronnie007's solution

2011.
1726D
Edge Split · Tutorial
Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
Ronnie007's solution

2012.
1718B
Fibonacci Strings · Tutorial
Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
Ronnie007's solution

2013.
1712D
Empty Graph · Tutorial
Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
Ronnie007's solution

2014.
1696E
Placing Jinas · Tutorial
Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Ronnie007's solution

2015.
1638D
Big Brush · Tutorial

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ronnie007's solution

2016.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
Ronnie007's solution

2017.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Ronnie007's solution

2018.
1616D
Keep the Average High · Tutorial
Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
Ronnie007's solution

2019.
1610D
Not Quite Lee · Tutorial
Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
Ronnie007's solution

2020.
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
Ronnie007's solution

2021.
1566E
Buds Re-hanging · Tutorial
Quality: 4,447 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
Ronnie007's solution

2022.
1567D
Expression Evaluation Error · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

2023.
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
Ronnie007's solution

2024.
1513D
GCD and MST · Tutorial
Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
Ronnie007's solution

2025.
1033D
Divisors · Tutorial
Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
Ronnie007's solution

2026.
1458B
Glass Half Spilled · Tutorial
Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2027.
1456B
XOR-gun · Tutorial
Rating: 2000 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
Ronnie007's solution

2028.
1438C
Engineer Artem · Tutorial
Quality: 11,629 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
Ronnie007's solution

2029.
1427D
Unshuffling a Deck · Tutorial
Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Ronnie007's solution

2030.
1416C
XOR Inverse · Tutorial
Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
Ronnie007's solution

2031.
1416B
Make Them Equal · Tutorial
Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

2032.
1103B
Game with modulo · Tutorial
Quality: 3,530 global accepts · Rating: 2000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
Ronnie007's solution

2033.
1391D
505 · Tutorial
Quality: 5,768 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
Ronnie007's solution

2034.
1161C
Thanos Nim · Tutorial
Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: games
Ronnie007's solution

2035.
1060E
Sergey and Subway · Tutorial
Quality: 3,499 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
Ronnie007's solution

2036.
1388D
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1379C
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2038.
899E
Segments Removal · Tutorial
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Ronnie007's solution

2039.
1366D
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2040.
1359E
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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Ronnie007's solution

2041.
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
Ronnie007's solution

2042.
1349C
Orac and Game of Life · Tutorial
Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
Ronnie007's solution

2043.
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
Ronnie007's solution

2044.
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
Ronnie007's solution

2045.
1190D
Tokitsukaze and Strange Rectangle · Tutorial
Quality: 2,684 global accepts · Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
Ronnie007's solution

2046.
1320C
World of Darkraft: Battle for Azathoth · Tutorial
Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
Ronnie007's solution

2047.
367C
Sereja and the Arrangement of Numbers · Tutorial
Quality: 1,924 global accepts · Rating: 2000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings
Ronnie007's solution

2048.
555B
Case of Fugitive · Tutorial
Quality: 4,083 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ronnie007's solution

2049.
1268B
Domino for Young · Tutorial
Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
Ronnie007's solution

2050.
1266D
Decreasing Debts · Tutorial
Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
Ronnie007's solution

2051.
1237D
Balanced Playlist · Tutorial
Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
Ronnie007's solution

2052.
1240B
Sequence Sorting · Tutorial
Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
Ronnie007's solution

2053.
1229B
Kamil and Making a Stream · Tutorial
Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
Ronnie007's solution

2054.
1209G1
Into Blocks (easy version) · Tutorial
Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
Ronnie007's solution

2055.
1209E1
Rotate Columns (easy version) · Tutorial
Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
Ronnie007's solution

2056.
1214E
Petya and Construction Set · Tutorial
Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
Ronnie007's solution

2057.
1204D1
Kirk and a Binary String (easy version) · Tutorial
Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
Ronnie007's solution

2058.
1198C
Matching vs Independent Set · Tutorial
Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
Ronnie007's solution

2059.
1083B
The Fair Nut and Strings · Tutorial
Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: greedy, strings
Ronnie007's solution

2060.
1082E
Increasing Frequency · Tutorial
Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
Ronnie007's solution

2061.
1010D
Mars rover · Tutorial
Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees
Ronnie007's solution

2062.
997B
Roman Digits · Tutorial
Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, greedy, math
Ronnie007's solution

2063.
933B
A Determined Cleanup · Tutorial
Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

2064.
920F
SUM and REPLACE · Tutorial
Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, number theory
Ronnie007's solution

2065.
237E
Build String · Tutorial

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: flows, graphs
Ronnie007's solution

2066.
137E
Last Chance · Tutorial
Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-01-28 · last AC: 2018-01-28 · GNU C++ (first AC) · Tags: data structures, implementation, strings
Ronnie007's solution

2067.
258C
Little Elephant and LCM · Tutorial
Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-01-26 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math
Ronnie007's solution

2068.
156C
Cipher · Tutorial
Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2069.
128C
Games with Rectangle · Tutorial
Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2070.
264C
Choosing Balls · Tutorial
Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

2071.
676D
Theseus and labyrinth · Tutorial
Quality: 1,964 global accepts · Rating: 2000 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, shortest paths
Ronnie007's solution

2072.
671B
Robin Hood · Tutorial
Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-12-04 · GNU C++ (first AC) · Tags: binary search, greedy
Ronnie007's solution

2073.
896B
Ithea Plays With Chtholly · Tutorial
Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-04 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
Ronnie007's solution

2074.
504B
Misha and Permutations Summation · Tutorial
Rating: 2000 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, data structures, math
Ronnie007's solution

2075.
891B
Gluttony · Tutorial
Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

2076.
749D
Leaving Auction · Tutorial
Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-11-06 · MS C++ (first AC) · Tags: binary search, data structures
Ronnie007's solution

2077.
758D
Ability To Convert · Tutorial
Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
Ronnie007's solution

2078.
761E
Dasha and Puzzle · Tutorial
Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
Ronnie007's solution

2079.
787C
Berzerk · Tutorial
Rating: 2000 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dp, games
Ronnie007's solution

2080.
877E
Danil and a Part-time Job · Tutorial
Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
Ronnie007's solution

2081.
814D
An overnight dance in discotheque · Tutorial
Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
Ronnie007's solution

2082.
862D
Mahmoud and Ehab and the binary string · Tutorial
Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive
Ronnie007's solution

2083.
855C
Helga Hufflepuff's Cup · Tutorial
Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: dp, trees
Ronnie007's solution

2084.
842C
Ilya And The Tree · Tutorial
Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
Ronnie007's solution

2085.
842D
Vitya and Strange Lesson · Tutorial
Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures
Ronnie007's solution

2086.
843B
Interactive LowerBound · Tutorial

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities
Ronnie007's solution

2087.
668D
Little Artem and Time Machine · Tutorial
Rating: 2000 · first AC: 2017-07-29 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

2088.
776D
The Door Problem · Tutorial
Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
Ronnie007's solution

2089.
767C
Garland · Tutorial
Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees
Ronnie007's solution

2090.
766D
Mahmoud and a Dictionary · Tutorial
Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · last AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
Ronnie007's solution

2091.
755D
PolandBall and Polygon · Tutorial
Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

2092.
629D
Babaei and Birthday Cake · Tutorial
Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-12-29 · GNU C++ (first AC) · Tags: data structures, dp
Ronnie007's solution

2093.
195E
Building Forest · Tutorial
Quality: 859 global accepts · Rating: 2000 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
Ronnie007's solution

2094.
187C
Weak Memory · Tutorial
Quality: 1,579 global accepts · Rating: 2000 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu
Ronnie007's solution

2095.
75D
Big Maximum Sum · Tutorial
Quality: 2,052 global accepts · Rating: 2000 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees
Ronnie007's solution

2096.
475D
CGCDSSQ · Tutorial
Quality: 6,511 global accepts · Rating: 2000 · first AC: 2016-12-12 · GNU C++11 (first AC) · Tags: brute force, data structures, math
Ronnie007's solution

2097.
383C
Propagating tree · Tutorial
Quality: 7,523 global accepts · Rating: 2000 · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

2098.
666B
World Tour · Tutorial
Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: graphs, shortest paths
Ronnie007's solution

2099.
449B
Jzzhu and Cities · Tutorial
Quality: 10,595 global accepts · Rating: 2000 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
Ronnie007's solution

2100.
242E
XOR on Segment · Tutorial
Quality: 11,859 global accepts · Rating: 2000 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: bitmasks, data structures
Ronnie007's solution

2101.
609D
Gadgets for dollars and pounds · Tutorial
Quality: 3,164 global accepts · Rating: 2000 · first AC: 2016-09-24 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
Ronnie007's solution

2102.
598E
Chocolate Bar · Tutorial
Quality: 6,084 global accepts · Rating: 2000 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: brute force, dp
Ronnie007's solution

2103.
659F
Polycarp and Hay · Tutorial
Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
Ronnie007's solution

2104.
629C
Famil Door and Brackets · Tutorial
Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++ (first AC) · Tags: dp, strings
Ronnie007's solution

2105.
621E
Wet Shark and Blocks · Tutorial
Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: dp, matrices
Ronnie007's solution

2106.
615D
Multipliers · Tutorial
Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: math, number theory
Ronnie007's solution

2107.
615C
Running Track · Tutorial
Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-18 · GNU C++ (first AC) · Tags: dp, greedy, strings, trees
Ronnie007's solution

2108.
611D
New Year and Ancient Prophecy · Tutorial
Quality: 2,745 global accepts · Rating: 2000 · first AC: 2016-01-03 · last AC: 2016-01-03 · GNU C++ (first AC) · Tags: dp, hashing, strings
Ronnie007's solution

2109.
360B
Levko and Array · Tutorial
Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-10-04 · GNU C++ (first AC) · Tags: binary search, dp
Ronnie007's solution

2110.
578C
Weakness and Poorness · Tutorial
Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: ternary search
Ronnie007's solution

2111.
571B
Minimization · Tutorial
Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-23 · GNU C++ (first AC) · Tags: dp, greedy, sortings
Ronnie007's solution

2112.
545E
Paths and Trees · Tutorial
Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
Ronnie007's solution

2113.
526C
Om Nom and Candies · Tutorial
Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math
Ronnie007's solution

2114.
516B
Drazil and Tiles · Tutorial
Rating: 2000 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation
Ronnie007's solution

2115.
514D
R2D2 and Droid Army · Tutorial
Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
Ronnie007's solution

2116.
513C
Second price auction · Tutorial
Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: bitmasks, probabilities
Ronnie007's solution

2117.
494B
Obsessive String · Tutorial
Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-16 · GNU C++ (first AC) · Tags: dp, strings
Ronnie007's solution

2118.
487B
Strip · Tutorial
Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers
Ronnie007's solution

2119.
474E
Pillars · Tutorial
Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees
Ronnie007's solution

2120.
474C
Captain Marmot · Tutorial
Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry
Ronnie007's solution

2121.
468B
Two Sets · Tutorial
Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
Ronnie007's solution

2122.
87C
Interesting Game · Tutorial
Quality: 1,687 global accepts · Rating: 2000 · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: dp, games, math
Ronnie007's solution

2123.
461B
Appleman and Tree · Tutorial
Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
Ronnie007's solution

2124.
451D
Count Good Substrings · Tutorial
Quality: 5,062 global accepts · Rating: 2000 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

2125.
447D
DZY Loves Modification · Tutorial
Rating: 2000 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: data structures, greedy
Ronnie007's solution

2126.
446B
DZY Loves Modification · Tutorial
Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
Ronnie007's solution

2127.
314B
Sereja and Periods · Tutorial
Quality: 1,619 global accepts · Rating: 2000 · first AC: 2014-06-02 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings
Ronnie007's solution

2128.
434B
Nanami's Digital Board · Tutorial
Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers
Ronnie007's solution

2129.
432D
Prefixes and Suffixes · Tutorial
Quality: 11,991 global accepts · Rating: 2000 · first AC: 2014-05-16 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

Ronnie007's solution

2130.
427E
Police Patrol · Tutorial
Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search
Ronnie007's solution

2131.
412D
Giving Awards · Tutorial
Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: dfs and similar
Ronnie007's solution

2132.
26C
Parquet · Tutorial
Quality: 1,017 global accepts · Rating: 2000 · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
Ronnie007's solution

2133.
400D
Dima and Bacteria · Tutorial
Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths
Ronnie007's solution

2134.
388C
Fox and Card Game · Tutorial
Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: games, greedy, sortings
Ronnie007's solution

2135.
389E
Fox and Card Game · Tutorial
Rating: 2000 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: greedy, implementation
Ronnie007's solution

2136.
382B
Number Busters · Tutorial
Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: binary search, math
Ronnie007's solution

2137.
380C
Sereja and Brackets · Tutorial
Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: data structures, schedules
Ronnie007's solution

2138.
381E
Sereja and Brackets · Tutorial
Rating: 2000 · first AC: 2014-01-13 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

2139.
340E
Iahub and Permutations · Tutorial
Quality: 2,750 global accepts · Rating: 2000 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: combinatorics, math
Ronnie007's solution

2140.
368E
Sereja and the Arrangement of Numbers · Tutorial
Rating: 2000 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: combinatorics, graphs, implementation

Ronnie007's solution

2141.
353D
Queue · Tutorial
Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp
Ronnie007's solution

2142.
88E
Interesting Game · Tutorial
Rating: 2000 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

2143.
117C
Cycle · Tutorial
Quality: 2,962 global accepts · Rating: 2000 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

2144.
197D
Infinite Maze · Tutorial
Rating: 2000 · first AC: 2013-06-08 · last AC: 2013-06-08 · GNU C++ (first AC) · Tags: graphs, hashing
Ronnie007's solution

2145.
78C
Beaver Game · Tutorial
Quality: 2,175 global accepts · Rating: 2000 · first AC: 2013-05-02 · GNU C++ (first AC) · Tags: dp, games, number theory
Ronnie007's solution

2146.
296B
Yaroslav and Two Strings · Tutorial
Quality: 2,682 global accepts · Rating: 2000 · first AC: 2013-04-12 · last AC: 2013-04-12 · GNU C++ (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2147.
2161D
Locked Out · Tutorial
Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
Ronnie007's solution

2148.
2092E
She knows... · Tutorial
Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
Ronnie007's solution

2149.
2029E
Common Generator · Tutorial
Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Ronnie007's solution

2150.
1975E
Chain Queries · Tutorial
Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
Ronnie007's solution

2151.
1942D
Learning to Paint · Tutorial
Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
Ronnie007's solution

2152.
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: —
Ronnie007's solution

2153.
1930D2
Sum over all Substrings (Hard Version) · Tutorial
Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
Ronnie007's solution

2154.
1924B
Space Harbour · Tutorial
Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings
Ronnie007's solution

2155.
1913D
Array Collapse · Tutorial
Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
Ronnie007's solution

2156.
1912B
Blueprint for Seating · Tutorial
Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math
Ronnie007's solution

2157.
1896E
Permutation Sorting · Tutorial
Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
Ronnie007's solution

2158.
1876C
Autosynthesis · Tutorial
Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
Ronnie007's solution

2159.
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
Ronnie007's solution

2160.
1866H
Happy Sets · Tutorial
Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
Ronnie007's solution

2161.
1863E
Speedrun · Tutorial
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Ronnie007's solution

2274.
302D
Yaroslav and Time · Tutorial
Rating: 2100 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

Ronnie007's solution

2275.
282D
Yet Another Number Game · Tutorial
Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-05-01 · GNU C++ (first AC) · Tags: dp, games
Ronnie007's solution

2276.
2178F
Conquer or of Forest · Tutorial
Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
Ronnie007's solution

2277.
2089C1
Key of Like (Easy Version) · Tutorial
Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
Ronnie007's solution

2278.
2056D
Unique Median · Tutorial
Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
Ronnie007's solution

2279.
2039E
Shohag Loves Inversions · Tutorial
Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
Ronnie007's solution

2280.
2027D2
The Endspeaker (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
Ronnie007's solution

2281.
1991F
Triangle Formation · Tutorial
Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
Ronnie007's solution

2282.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
Ronnie007's solution

2283.
1954E
Chain Reaction · Tutorial
Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
Ronnie007's solution

2284.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

2285.
1672E
notepad.exe · Tutorial
Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
Ronnie007's solution

2286.
1912E
Evaluate It and Back Again · Tutorial
Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
Ronnie007's solution

2287.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
Ronnie007's solution

2288.
1898E
Sofia and Strings · Tutorial
Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
Ronnie007's solution

2289.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
Ronnie007's solution

2290.
1860D
Balanced String · Tutorial
Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
Ronnie007's solution

2291.
1848D
Vika and Bonuses · Tutorial
Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search
Ronnie007's solution

2292.
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
Ronnie007's solution

2293.
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
Ronnie007's solution

2294.
1806E
Tree Master · Tutorial
Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
Ronnie007's solution

2295.
1795E
Explosions? · Tutorial
Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
Ronnie007's solution

2296.
1788E
Sum Over Zero · Tutorial
Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
Ronnie007's solution

2297.
1763E
Node Pairs · Tutorial
Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
Ronnie007's solution

2298.
1763D
Valid Bitonic Permutations · Tutorial
Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
Ronnie007's solution

2299.
1773B
BinCoin · Tutorial
Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
Ronnie007's solution

2300.
1721E
Prefix Function Queries · Tutorial
Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
Ronnie007's solution

2301.
1656E
Equal Tree Sums · Tutorial
Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
Ronnie007's solution

2302.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Ronnie007's solution

2303.
1627E
Not Escaping · Tutorial
Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
Ronnie007's solution

2304.
1616E
Lexicographically Small Enough · Tutorial
Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

Ronnie007's solution

2305.
1615D
X(or)-mas Tree · Tutorial
Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
Ronnie007's solution

2306.
1586E
Moment of Bloom · Tutorial
Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
Ronnie007's solution

2307.
1580C
Train Maintenance · Tutorial
Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
Ronnie007's solution

2308.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
Ronnie007's solution

2309.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2310.
1562D2
Two Hundred Twenty One (hard version) · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
Ronnie007's solution

2311.
1559E
Mocha and Stars · Tutorial
Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
Ronnie007's solution

2312.
1557D
Ezzat and Grid · Tutorial
Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2313.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
Ronnie007's solution

2314.
1543D2
RPD and Rap Sheet (Hard Version) · Tutorial
Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

interactive, math
Ronnie007's solution

2315.
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
Ronnie007's solution

2316.
1515E
Phoenix and Computers · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2317.
1503C
Travelling Salesman Problem · Tutorial
Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
Ronnie007's solution

2318.
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
Ronnie007's solution

2319.
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
Ronnie007's solution

2320.
1477C
Nezzar and Nice Beatmap · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
Ronnie007's solution

2321.
1467D
Sum of Paths · Tutorial
Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2322.
1470D
Strange Housing · Tutorial
Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
Ronnie007's solution

2323.
634D
Package Delivery · Tutorial
Rating: 2200 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
Ronnie007's solution

2324.
1149B
Three Religions · Tutorial

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
Ronnie007's solution

2325.
1461E
Water Level · Tutorial
Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
Ronnie007's solution

2326.
27D
Ring Road 2 · Tutorial
Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
Ronnie007's solution

2327.
1456C
New Game Plus! · Tutorial
Rating: 2200 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
Ronnie007's solution

2328.
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
Ronnie007's solution

2329.
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
Ronnie007's solution

2330.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Ronnie007's solution

2331.
813E
Army Creation · Tutorial
Quality: 3,115 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Ronnie007's solution

2332.
1158B
The minimal unique substring · Tutorial
Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
Ronnie007's solution

2333.
833B
The Bakery · Tutorial
Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
Ronnie007's solution

2334.
1168C
And Reachability · Tutorial
Quality: 2,733 global accepts · Rating: 2200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

Ronnie007's solution

2335.
1336C
Kaavi and Magic Spell · Tutorial
Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Ronnie007's solution

2336.
1338C
Perfect Triples · Tutorial
Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
Ronnie007's solution

2337.
1334E
Divisor Paths · Tutorial
Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
Ronnie007's solution

2338.
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
Ronnie007's solution

2339.
981E
Addition on Segments · Tutorial
Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
Ronnie007's solution

2340.
1327D
Infinite Path · Tutorial
Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
Ronnie007's solution

2341.
526D
Om Nom and Necklace · Tutorial
Quality: 2,446 global accepts · Rating: 2200 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
Ronnie007's solution

2342.
765E
Tree Folding · Tutorial
Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
Ronnie007's solution

2343.
555C
Case of Chocolate · Tutorial
Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

2344.
1261D1
Wrong Answer on test 233 (Easy Version) · Tutorial

Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2345.
1261C
Arson In Berland Forest · Tutorial
Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
Ronnie007's solution

2346.
1246C
Rock Is Push · Tutorial
Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
Ronnie007's solution

2347.
1220E
Tourism · Tutorial
Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
Ronnie007's solution

2348.
1208E
Let Them Slide · Tutorial
Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
Ronnie007's solution

2349.
1178F1
Short Colorful Strip · Tutorial
Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
Ronnie007's solution

2350.
1179C
Serge and Dining Room · Tutorial
Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
Ronnie007's solution

2351.
1153E
Serval and Snake · Tutorial
Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive
Ronnie007's solution

2352.
1136E
Nastya Hasn't Written a Legend · Tutorial
Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
Ronnie007's solution

2353.
1039C
Network Safety · Tutorial
Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
Ronnie007's solution

2354.
1037E
Trips · Tutorial
Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: graphs
Ronnie007's solution

2355.
932D
Tree · Tutorial
Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: binary search, dp, trees
Ronnie007's solution

2356.
908D
New Year and Arbitrary Arrangement · Tutorial
Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-02-11 · GNU C++ (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

2357.
922E
Birds · Tutorial
Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

2358.
920G
List Of Integers · Tutorial
Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-03 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
Ronnie007's solution

2359.
280C
Game on Tree · Tutorial
Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-01-28 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
Ronnie007's solution

2360.
448E
Divisors · Tutorial
Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-01-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory
Ronnie007's solution

2361.
679B
Bear and Tower of Cubes · Tutorial
Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-12-03 · GNU C++ (first AC) · Tags: binary search, dp, greedy
Ronnie007's solution

2362.
603C
Lieges of Legendre · Tutorial
Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-11-28 · GNU C++ (first AC) · Tags: games, math
Ronnie007's solution

2363.
894D
Ralph And His Tour in Binary Country · Tutorial
Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: brute force, data structures, trees
Ronnie007's solution

2364.
707D
Persistent Bookcase · Tutorial
Quality: 2,990 global accepts · Rating: 2200 · first AC: 2017-11-16 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
Ronnie007's solution

2365.
805E
Ice cream coloring · Tutorial

Rating: 2200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy
Ronnie007's solution

2366.
875D
High Cry · Tutorial
Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
Ronnie007's solution

2367.
868D
Huge Strings · Tutorial
Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
Ronnie007's solution

2368.
839D
Winter is here · Tutorial
Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
Ronnie007's solution

2369.
768D
Jon and Orbs · Tutorial
Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

2370.
762E
Radio stations · Tutorial
Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: binary search, data structures
Ronnie007's solution

2371.
757D
Felicity's Big Secret Revealed · Tutorial
Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: bitmasks, dp
Ronnie007's solution

2372.
301D
Yaroslav and Divisors · Tutorial
Quality: 3,022 global accepts · Rating: 2200 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
Ronnie007's solution

2373.
369E
Valera and Queries · Tutorial
Quality: 2,782 global accepts · Rating: 2200 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: binary search, data structures
Ronnie007's solution

2374.
191E
Thwarting Demonstrations · Tutorial
Quality: 959 global accepts · Rating: 2200 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
Ronnie007's solution

2375.
56E
Domino Principle · Tutorial
Quality: 2,840 global accepts · Rating: 2200 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
Ronnie007's solution

2376.
490F
Treeland Tour · Tutorial
Quality: 1,913 global accepts · Rating: 2200 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
Ronnie007's solution

2377.
86D
Powerful array · Tutorial
Quality: 16,876 global accepts · Rating: 2200 · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers
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2378.
282E
Sausage Maximization · Tutorial
Quality: 4,328 global accepts · Rating: 2200 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
Ronnie007's solution

2379.
746F
Music in Car · Tutorial
Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
Ronnie007's solution

2380.
406D
Hill Climbing · Tutorial
Quality: 1,281 global accepts · Rating: 2200 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
Ronnie007's solution

2381.
476E
Dreamoon and Strings · Tutorial
Quality: 2,111 global accepts · Rating: 2200 · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: dp, strings
Ronnie007's solution

2382.
733F
Drivers Dissatisfaction · Tutorial
Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees
Ronnie007's solution

2383.
731E
Funny Game · Tutorial
Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: dp, games
Ronnie007's solution

2384.
691F
Couple Cover · Tutorial
Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: brute force, dp, number theory
Ronnie007's solution

2385.
663C
Graph Coloring · Tutorial
Rating: 2200 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

2386.
618D
Hamiltonian Spanning Tree · Tutorial
Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

Ronnie007's solution

2387.
713B
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Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, interactive
Ronnie007's solution

2388.
587C
Duff in the Army · Tutorial
Quality: 4,735 global accepts · Rating: 2200 · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: data structures, trees
Ronnie007's solution

2389.
690C3
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Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: trees
Ronnie007's solution

2390.
628D
Magic Numbers · Tutorial
Quality: 8,283 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

2391.
617E
XOR and Favorite Number · Tutorial
Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

2392.
592D
Super M · Tutorial
Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
Ronnie007's solution

2393.
590C
Three States · Tutorial
Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
Ronnie007's solution

2394.
477C
Dreamoon and Strings · Tutorial
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Ronnie007's solution

2395.
567E
President and Roads · Tutorial
Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
Ronnie007's solution

2396.
559C
Gerald and Giant Chess · Tutorial
Quality: 8,097 global accepts · Rating: 2200 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory
Ronnie007's solution

2397.
508E
Arthur and Brackets · Tutorial
Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: dp, greedy

Ronnie007's solution

2398.
507D
The Maths Lecture · Tutorial
Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: dp, implementation
Ronnie007's solution

2399.
486E
LIS of Sequence · Tutorial
Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-14 · last AC: 2014-11-14 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math
Ronnie007's solution

2400.
429D
Tricky Function · Tutorial
Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
Ronnie007's solution

2401.
382D
Ksenia and Pawns · Tutorial
Quality: 727 global accepts · Rating: 2200 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees
Ronnie007's solution

2402.
365D
Free Market · Tutorial
Rating: 2200 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: dp, greedy
Ronnie007's solution

2403.
2164E
Journey · Tutorial
Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
Ronnie007's solution

2404.
2110E
Melody · Tutorial
Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
Ronnie007's solution

2405.
2089B2
Canteen (Hard Version) · Tutorial
Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
Ronnie007's solution

2406.
2043E
Matrix Transformation · Tutorial
Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
Ronnie007's solution

2407.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

Ronnie007's solution

2408.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
Ronnie007's solution

2409.
2002E
Cosmic Rays · Tutorial
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Ronnie007's solution

2410.
2002D2
DFS Checker (Hard Version) · Tutorial
Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
Ronnie007's solution

2411.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
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2412.
1988E
Range Minimum Sum · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
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2413.
1989E
Distance to Different · Tutorial
Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2414.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
Ronnie007's solution

2415.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
Ronnie007's solution

2416.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
Ronnie007's solution

2417.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

Ronnie007's solution

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1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

2419.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
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2420.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
Ronnie007's solution

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1917D
Yet Another Inversions Problem · Tutorial
Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
Ronnie007's solution

2422.
1912J
Joy of Pokémon Observation · Tutorial
Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

2423.
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
Ronnie007's solution

2424.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
Ronnie007's solution

2425.
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
Ronnie007's solution

2426.
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
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2427.
1861E
Non-Intersecting Subpermutations · Tutorial
Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
Ronnie007's solution

2428.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
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2429.
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
Ronnie007's solution

2430.
1842E
Tenzing and Triangle · Tutorial
Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
Ronnie007's solution

2431.
1814E
Chain Chips · Tutorial
Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices
Ronnie007's solution

2432.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
Ronnie007's solution

2433.
1132D
Stressful Training · Tutorial
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Ronnie007's solution

2434.
891C
Envy · Tutorial
Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
Ronnie007's solution

2435.
1603C
Extreme Extension · Tutorial
Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
Ronnie007's solution

2436.
732F
Tourist Reform · Tutorial
Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

2437.
884D
Boxes And Balls · Tutorial
Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Ronnie007's solution

2438.
1251E1
Voting (Easy Version) · Tutorial
Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2439.
515E
Drazil and Park · Tutorial
Quality: 2,434 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

2440.
808G
Anthem of Berland · Tutorial
Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Ronnie007's solution

2441.
1453E
Dog Snacks · Tutorial
Quality: 2,225 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
Ronnie007's solution

2442.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
Ronnie007's solution

2443.
1073E
Segment Sum · Tutorial
Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
Ronnie007's solution

2444.
1476E
Pattern Matching · Tutorial
Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
Ronnie007's solution

2445.
1592D
Hemose in ICPC ? · Tutorial
Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
Ronnie007's solution

2446.
1385F
Removing Leaves · Tutorial
Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
Ronnie007's solution

2447.
1658D2
388535 (Hard Version) · Tutorial
Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math
Ronnie007's solution

2448.
1228E
Another Filling the Grid · Tutorial
Quality: 3,453 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2449.
785D
Anton and School - 2 · Tutorial
Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
Ronnie007's solution

2450.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
Ronnie007's solution

2451.
1203F2
Complete the Projects (hard version) · Tutorial
Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Ronnie007's solution

2452.
1182E
Product Oriented Recurrence · Tutorial
Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
Ronnie007's solution

2453.
1494D
Dogeforces · Tutorial
Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
Ronnie007's solution

2454.
1422D
Returning Home · Tutorial
Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
Ronnie007's solution

2455.
825E
Minimal Labels · Tutorial
Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
Ronnie007's solution

2456.
1451E2
Bitwise Queries (Hard Version) · Tutorial
Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Ronnie007's solution

2457.
451E
Devu and Flowers · Tutorial
Quality: 4,543 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
Ronnie007's solution

2458.
718C
Sasha and Array · Tutorial
Quality: 4,620 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
Ronnie007's solution

2459.
1316E
Team Building · Tutorial
Quality: 5,373 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
Ronnie007's solution

2460.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2461.
1628C
Grid Xor · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
Ronnie007's solution

2462.
915E
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Quality: 5,570 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
Ronnie007's solution

2463.
1783E
Game of the Year · Tutorial
Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
Ronnie007's solution

2464.
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
Ronnie007's solution

2465.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
Ronnie007's solution

2466.
1738E
Balance Addicts · Tutorial
Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
Ronnie007's solution

2467.
1712E1
LCM Sum (easy version) · Tutorial
Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
Ronnie007's solution

2468.
1706E
Qpwoeirut and Vertices · Tutorial
Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
Ronnie007's solution

2469.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
Ronnie007's solution

2470.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
Ronnie007's solution

2471.
1654E
Arithmetic Operations · Tutorial
Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
Ronnie007's solution

2472.
1625D
Binary Spiders · Tutorial
Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
Ronnie007's solution

2473.
1601C
Optimal Insertion · Tutorial
Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
Ronnie007's solution

2474.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
Ronnie007's solution

2475.
1610E
AmShZ and G.O.A.T. · Tutorial
Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
Ronnie007's solution

2476.
1096F
Inversion Expectation · Tutorial
Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

2477.
1548D1
Gregor and the Odd Cows (Easy) · Tutorial
Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

Ronnie007's solution

2478.
1552E
Colors and Intervals · Tutorial
Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Ronnie007's solution

2479.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
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2480.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
Ronnie007's solution

2481.
1534E
Lost Array · Tutorial
Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
Ronnie007's solution

2482.
1528C
Trees of Tranquillity · Tutorial
Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Ronnie007's solution

2483.
1513E
Cost Equilibrium · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
Ronnie007's solution

2484.
1495C
Garden of the Sun · Tutorial
Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
Ronnie007's solution

2485.
601C
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Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

2486.
585D
Lizard Era: Beginning · Tutorial
Quality: 2,038 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
Ronnie007's solution

2487.
1464C
Poman Numbers · Tutorial
Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Ronnie007's solution

2488.
845G
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2597.
1706D2
Chopping Carrots (Hard Version) · Tutorial
Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
Ronnie007's solution

2598.
1779E
Anya's Simultaneous Exhibition · Tutorial
Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
Ronnie007's solution

2599.
1373F
Network Coverage · Tutorial

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Ronnie007's solution

2600.
798D
Mike and distribution · Tutorial
Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Ronnie007's solution

2601.
1795F
Blocking Chips · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
Ronnie007's solution

2602.
1780E
Josuke and Complete Graph · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory
Ronnie007's solution

2603.
1780G
Delicious Dessert · Tutorial
Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
Ronnie007's solution

2604.
1792E
Divisors and Table · Tutorial
Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory
Ronnie007's solution

2605.
1770E
Koxia and Tree · Tutorial
Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
Ronnie007's solution

2606.
1738F
Connectivity Addicts · Tutorial
Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
Ronnie007's solution

2607.
1715E
Long Way Home · Tutorial
Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
Ronnie007's solution

2608.
1718C
Tonya and Burenka-179 · Tutorial
Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory
Ronnie007's solution

2609.
1709E
XOR Tree · Tutorial
Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
Ronnie007's solution

2610.
1707C
DFS Trees · Tutorial
Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
Ronnie007's solution

2611.
1418E
Expected Damage · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities
Ronnie007's solution

2612.
1401E
Divide Square · Tutorial
Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings
Ronnie007's solution

2613.
1369E
DeadLee · Tutorial
Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
Ronnie007's solution

2614.
1252F
Regular Forestation · Tutorial
Quality: 1,069 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees
Ronnie007's solution

2615.
1251E2
Voting (Hard Version) · Tutorial
Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
Ronnie007's solution

2616.
1244G
Running in Pairs · Tutorial
Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

2617.
1239D
Catowice City · Tutorial
Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
Ronnie007's solution

2618.
1210D
Konrad and Company Evaluation · Tutorial
Quality: 1,625 global accepts · Rating: 2400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs
Ronnie007's solution

2619.
1638E
Colorful Operations · Tutorial
Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
Ronnie007's solution

2620.
1633E
Spanning Tree Queries · Tutorial
Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
Ronnie007's solution

2621.
1630D
Flipping Range · Tutorial
Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
Ronnie007's solution

2622.
1626E
Black and White Tree · Tutorial
Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees
Ronnie007's solution

2623.
1615E
Purple Crayon · Tutorial
Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
Ronnie007's solution

2624.
1620G
Subsequences Galore · Tutorial
Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
Ronnie007's solution

2625.
1617D2
Too Many Impostors (hard version) · Tutorial
Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
Ronnie007's solution

2626.
1591F
Non-equal Neighbours · Tutorial
Rating: 2400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
Ronnie007's solution

2627.
1591E
Frequency Queries · Tutorial
Rating: 2400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
Ronnie007's solution

2628.
1608D
Dominoes · Tutorial
Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
Ronnie007's solution

2629.
1609E
William The Oblivious · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
Ronnie007's solution

2630.
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
Ronnie007's solution

2631.
1592E
Bored Bakry · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
Ronnie007's solution

2632.
873F
Forbidden Indices · Tutorial
Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings
Ronnie007's solution

2633.
1542E1
Abnormal Permutation Pairs (easy version) · Tutorial
Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
Ronnie007's solution

2634.
908F
New Year and Rainbow Roads · Tutorial
Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation
Ronnie007's solution

2635.
1523D
Love-Hate · Tutorial
Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
Ronnie007's solution

2636.
1483D
Useful Edges · Tutorial
Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
Ronnie007's solution

2637.
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
Ronnie007's solution

2638.
1491E
Fib-tree · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
Ronnie007's solution

2639.
1485F
Copy or Prefix Sum · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
Ronnie007's solution

2640.
796E
Exam Cheating · Tutorial
Quality: 733 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
Ronnie007's solution

2641.
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
Ronnie007's solution

2642.
794D
Labelling Cities · Tutorial
Quality: 914 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing
Ronnie007's solution

2643.
1333E
Road to 1600 · Tutorial
Quality: 1,817 global accepts · Rating: 2400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
Ronnie007's solution

2644.
611E
New Year and Three Musketeers · Tutorial
Quality: 904 global accepts · Rating: 2400 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Ronnie007's solution

2645.
601D
Acyclic Organic Compounds · Tutorial
Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
Ronnie007's solution

2646.
585C
Alice, Bob, Oranges and Apples · Tutorial
Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory
Ronnie007's solution

2647.
1137D
Cooperative Game · Tutorial
Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
Ronnie007's solution

2648.
1463E
Plan of Lectures · Tutorial
Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
Ronnie007's solution

2649.
1098C
Construct a tree · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
Ronnie007's solution

2650.
1221F
Choose a Square · Tutorial
Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
Ronnie007's solution

2651.
962F
Simple Cycles Edges · Tutorial
Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Ronnie007's solution

2652.
1004E
Sonya and Ice Cream · Tutorial
Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
Ronnie007's solution

2653.
1089K
King Kog's Reception · Tutorial
Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

2654.
749E
Inversions After Shuffle · Tutorial
Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
Ronnie007's solution

2655.
639D
Bear and Contribution · Tutorial
Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
Ronnie007's solution

2656.
303C
Minimum Modular · Tutorial
Quality: 967 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
Ronnie007's solution

2657.
916E
Jamie and Tree · Tutorial
Quality: 2,105 global accepts · Rating: 2400 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

2658.
1450F
The Struggling Contestant · Tutorial
Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

2659.
1442C
Graph Transpositions · Tutorial

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
Ronnie007's solution

2660.
1436E
Complicated Computations · Tutorial
Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
Ronnie007's solution

2661.
1428F
Fruit Sequences · Tutorial
Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
Ronnie007's solution

2662.
1408E
Avoid Rainbow Cycles · Tutorial
Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
Ronnie007's solution

2663.
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
Ronnie007's solution

2664.
1392F
Omkar and Landslide · Tutorial
Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
Ronnie007's solution

2665.
1205C
Palindromic Paths · Tutorial
Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
Ronnie007's solution

2666.
1161D
Palindrome XOR · Tutorial
Rating: 2400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
Ronnie007's solution

2667.
1202E
You Are Given Some Strings... · Tutorial
Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
Ronnie007's solution

2668.
1054E
Chips Puzzle · Tutorial
Quality: 514 global accepts · Rating: 2400 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Ronnie007's solution

2669.
1074D
Deduction Queries · Tutorial
Rating: 2400 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing
Ronnie007's solution

2670.
1055D
Refactoring · Tutorial
Quality: 649 global accepts · Rating: 2400 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Ronnie007's solution

2671.
990G
GCD Counting · Tutorial
Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
Ronnie007's solution

2672.
1290C
Prefix Enlightenment · Tutorial
Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
Ronnie007's solution

2673.
449D
Jzzhu and Numbers · Tutorial
Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
Ronnie007's solution

2674.
1027F
Session in BSU · Tutorial
Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
Ronnie007's solution

2675.
1107G
Vasya and Maximum Profit · Tutorial
Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
Ronnie007's solution

2676.
1107E
Vasya and Binary String · Tutorial
Quality: 2,785 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2677.
446C
DZY Loves Fibonacci Numbers · Tutorial
Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
Ronnie007's solution

2678.
1082G
Petya and Graph · Tutorial
Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
Ronnie007's solution

2679.
915F
Imbalance Value of a Tree · Tutorial

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
Ronnie007's solution

2680.
1114F
Please, another Queries on Array? · Tutorial
Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
Ronnie007's solution

2681.
1370F1
The Hidden Pair (Easy Version) · Tutorial
Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
Ronnie007's solution

2682.
865D
Buy Low Sell High · Tutorial
Quality: 8,019 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Ronnie007's solution

2683.
835E
The penguin's game · Tutorial
Quality: 1,349 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
Ronnie007's solution

2684.
1264C
Beautiful Mirrors with queries · Tutorial
Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
Ronnie007's solution

2685.
1358E
Are You Fired? · Tutorial
Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ronnie007's solution

2686.
1348E
Phoenix and Berries · Tutorial
Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
Ronnie007's solution

2687.
1329C
Drazil Likes Heap · Tutorial
Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Ronnie007's solution

2688.
1340C
Nastya and Unexpected Guest · Tutorial
Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Ronnie007's solution

2689.
983C
Elevator · Tutorial

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
Ronnie007's solution

2690.
1042F
Leaf Sets · Tutorial
Quality: 1,490 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
Ronnie007's solution

2691.
1326E
Bombs · Tutorial
Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
Ronnie007's solution

2692.
367D
Sereja and Sets · Tutorial
Quality: 688 global accepts · Rating: 2400 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
Ronnie007's solution

2693.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
Ronnie007's solution

2694.
1218D
Xor Spanning Tree · Tutorial
Quality: 602 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
Ronnie007's solution

2695.
1282E
The Cake Is a Lie · Tutorial
Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
Ronnie007's solution

2696.
1261D2
Wrong Answer on test 233 (Hard Version) · Tutorial
Rating: 2400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
Ronnie007's solution

2697.
1257F
Make Them Similar · Tutorial
Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
Ronnie007's solution

2698.
1242C
Sum Balance · Tutorial
Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
Ronnie007's solution

2699.
1229C
Konrad and Company Evaluation · Tutorial
Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

Ronnie007's solution

2700.
1187D
Subarray Sorting · Tutorial
Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
Ronnie007's solution

2701.
1186F
Vus the Cossack and a Graph · Tutorial
Quality: 998 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
Ronnie007's solution

2702.
1146E
Hot is Cold · Tutorial
Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
Ronnie007's solution

2703.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
Ronnie007's solution

2704.
1036F
Relatively Prime Powers · Tutorial
Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
Ronnie007's solution

2705.
1038E
Maximum Matching · Tutorial
Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · last AC: 2018-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
Ronnie007's solution

2706.
1028E
Restore Array · Tutorial
Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · GNU C++ (first AC) · Tags: constructive algorithms
Ronnie007's solution

2707.
1017E
The Supersonic Rocket · Tutorial
Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · GNU C++ (first AC) · Tags: geometry, hashing, strings
Ronnie007's solution

2708.
1000F
One Occurrence · Tutorial
Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-28 · GNU C++ (first AC) · Tags: data structures, divide and conquer
Ronnie007's solution

2709.
914E
Palindromes in a Tree · Tutorial
Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-25 · GNU C++ (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
Ronnie007's solution

2710.
911F
Tree Destruction · Tutorial
Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-01-02 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
Ronnie007's solution

2711.
906C
Party · Tutorial
Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · MS C++ (first AC) · Tags: bitmasks, brute force, dp, graphs
Ronnie007's solution

2712.
676E
The Last Fight Between Human and AI · Tutorial
Quality: 942 global accepts · Rating: 2400 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math
Ronnie007's solution

2713.
707E
Garlands · Tutorial
Quality: 1,342 global accepts · Rating: 2400 · first AC: 2017-11-19 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

2714.
787E
Till I Collapse · Tutorial
Rating: 2400 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, trees
Ronnie007's solution

2715.
866C
Gotta Go Fast · Tutorial
Rating: 2400 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities
Ronnie007's solution

2716.
853D
Michael and Charging Stations · Tutorial
Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
Ronnie007's solution

2717.
342E
Xenia and Tree · Tutorial
Quality: 10,837 global accepts · Rating: 2400 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
Ronnie007's solution

2718.
767E
Change-free · Tutorial
Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: greedy
Ronnie007's solution

2719.
332D
Theft of Blueprints · Tutorial
Quality: 417 global accepts · Rating: 2400 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: graphs, math
Ronnie007's solution

2720.
379F
New Year Tree · Tutorial
Quality: 2,754 global accepts · Rating: 2400 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
Ronnie007's solution

2721.
145E
Lucky Queries · Tutorial
Quality: 3,961 global accepts · Rating: 2400 · first AC: 2016-12-27 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

2722.
593D
Happy Tree Party · Tutorial
Quality: 1,423 global accepts · Rating: 2400 · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
Ronnie007's solution

2723.
375D
Tree and Queries · Tutorial
Quality: 8,918 global accepts · Rating: 2400 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

2724.
498D
Traffic Jams in the Land · Tutorial
Quality: 1,245 global accepts · Rating: 2400 · first AC: 2016-12-01 · last AC: 2016-12-01 · GNU C++11 (first AC) · Tags: data structures, dp, number theory
Ronnie007's solution

2725.
444C
DZY Loves Colors · Tutorial
Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-11-19 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

2726.
525D
Arthur and Walls · Tutorial
Quality: 1,999 global accepts · Rating: 2400 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
Ronnie007's solution

2727.
498B
Name That Tune · Tutorial
Quality: 1,300 global accepts · Rating: 2400 · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers
Ronnie007's solution

2728.
679C
Bear and Square Grid · Tutorial
Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-10-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation
Ronnie007's solution

2729.
484D
Kindergarten · Tutorial
Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-09-22 · GNU C++ (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2730.
258E
Little Elephant and Tree · Tutorial
Quality: 1,319 global accepts · Rating: 2400 · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

2731.
220E
Little Elephant and Inversions · Tutorial

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: data structures, two pointers
Ronnie007's solution

2732.
316D3
PE Lesson · Tutorial
Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: dp, math
Ronnie007's solution

2733.
2211E
Minimum Path Cover · Tutorial
Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
Ronnie007's solution

2734.
2165D
Path Split · Tutorial
Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
Ronnie007's solution

2735.
2056E
Nested Segments · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
Ronnie007's solution

2736.
2034F1
Khayyam's Royal Decree (Easy Version) · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
Ronnie007's solution

2737.
2029F
Palindrome Everywhere · Tutorial
Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
Ronnie007's solution

2738.
2026E
Best Subsequence · Tutorial
Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
Ronnie007's solution

2739.
2035F
Tree Operations · Tutorial
Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
Ronnie007's solution

2740.
1951F
Inversion Composition · Tutorial
Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Ronnie007's solution

2741.
1917F
Construct Tree · Tutorial
Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

trees
Ronnie007's solution

2742.
1917E
Construct Matrix · Tutorial
Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

2743.
1909F2
Small Permutation Problem (Hard Version) · Tutorial
Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2744.
1891E
Brukhovich and Exams · Tutorial
Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
Ronnie007's solution

2745.
1876D
Lexichromatography · Tutorial
Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
Ronnie007's solution

2746.
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
Ronnie007's solution

2747.
1847F
The Boss's Identity · Tutorial
Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
Ronnie007's solution

2748.
1842F
Tenzing and Tree · Tutorial
Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
Ronnie007's solution

2749.
1814D
Balancing Weapons · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
Ronnie007's solution

2750.
1806D
DSU Master · Tutorial
Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math
Ronnie007's solution

2751.
1788F
XOR, Tree, and Queries · Tutorial

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
Ronnie007's solution

2752.
1778E
The Tree Has Fallen! · Tutorial
Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees
Ronnie007's solution

2753.
1787F
Inverse Transformation · Tutorial
Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
Ronnie007's solution

2754.
1775F
Laboratory on Pluto · Tutorial
Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
Ronnie007's solution

2755.
1783F
Double Sort II · Tutorial
Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
Ronnie007's solution

2756.
1773I
Interactive Factorial Guessing · Tutorial
Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive
Ronnie007's solution

2757.
1712E2
LCM Sum (hard version) · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
Ronnie007's solution

2758.
1710C
XOR Triangle · Tutorial
Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
Ronnie007's solution

2759.
1407E
Egor in the Republic of Dagestan · Tutorial
Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
Ronnie007's solution

2760.
1661E
Narrow Components · Tutorial
Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
Ronnie007's solution

2761.
1334F
Strange Function · Tutorial
Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
Ronnie007's solution

2762.
1313D
Happy New Year · Tutorial
Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation
Ronnie007's solution

2763.
1320D
Reachable Strings · Tutorial
Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings
Ronnie007's solution

2764.
1701E
Text Editor · Tutorial
Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
Ronnie007's solution

2765.
1701F
Points · Tutorial
Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
Ronnie007's solution

2766.
1228F
One Node is Gone · Tutorial
Quality: 479 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
Ronnie007's solution

2767.
1221E
Game With String · Tutorial
Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: games
Ronnie007's solution

2768.
997C
Sky Full of Stars · Tutorial
Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Ronnie007's solution

2769.
1687C
Sanae and Giant Robot · Tutorial
Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
Ronnie007's solution

2770.
1637F
Towers · Tutorial
Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
Ronnie007's solution

2771.
1623E
Middle Duplication · Tutorial
Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
Ronnie007's solution

2772.
1625E1
Cats on the Upgrade (easy version) · Tutorial
Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
Ronnie007's solution

2773.
1586F
Defender of Childhood Dreams · Tutorial
Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
Ronnie007's solution

2774.
1096E
The Top Scorer · Tutorial
Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Ronnie007's solution

2775.
1187F
Expected Square Beauty · Tutorial
Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

2776.
1556F
Sports Betting · Tutorial
Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
Ronnie007's solution

2777.
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
Ronnie007's solution

2778.
1548C
The Three Little Pigs · Tutorial
Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
Ronnie007's solution

2779.
1534F1
Falling Sand (Easy Version) · Tutorial
Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
Ronnie007's solution

2780.
1528D
It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial
Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
Ronnie007's solution

2781.
1508C
Complete the MST · Tutorial
Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
Ronnie007's solution

2782.
1513F
Swapping Problem · Tutorial
Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
Ronnie007's solution

2783.
1474E
What Is It? · Tutorial
Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

2784.
1485E
Move and Swap · Tutorial
Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Ronnie007's solution

2785.
1479C
Continuous City · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Ronnie007's solution

2786.
1481E
Sorting Books · Tutorial
Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

2787.
1467E
Distinctive Roots in a Tree · Tutorial
Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
Ronnie007's solution

2788.
1470C
Strange Shuffle · Tutorial
Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
Ronnie007's solution

2789.
611F
New Year and Cleaning · Tutorial
Quality: 522 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
Ronnie007's solution

2790.
605D
Board Game · Tutorial
Quality: 905 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
Ronnie007's solution

2791.
1444C
Team-Building · Tutorial
Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
Ronnie007's solution

2792.
1314B
Double Elimination · Tutorial
Rating: 2500 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Ronnie007's solution

2793.
908E
New Year and Entity Enumeration · Tutorial
Quality: 837 global accepts · Rating: 2500 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
Ronnie007's solution

2794.
1418G
Three Occurrences · Tutorial
Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
Ronnie007's solution

2795.
1398F
Controversial Rounds · Tutorial
Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
Ronnie007's solution

2796.
813F
Bipartite Checking · Tutorial
Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
Ronnie007's solution

2797.
1086D
Rock-Paper-Scissors Champion · Tutorial
Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Ronnie007's solution

2798.
1055E
Segments on the Line · Tutorial
Quality: 891 global accepts · Rating: 2500 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
Ronnie007's solution

2799.
1381C
Mastermind · Tutorial
Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
Ronnie007's solution

2800.
799E
Aquarium decoration · Tutorial
Quality: 1,053 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
Ronnie007's solution

2801.
992E
Nastya and King-Shamans · Tutorial
Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Ronnie007's solution

2802.
1065F
Up and Down the Tree · Tutorial
Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
Ronnie007's solution

2803.
729F
Financiers Game · Tutorial
Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2804.
696D
Legen... · Tutorial
Quality: 1,615 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings
Ronnie007's solution

2805.
1253F
Cheap Robot · Tutorial
Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
Ronnie007's solution

2806.
1100F
Ivan and Burgers · Tutorial
Quality: 3,691 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
Ronnie007's solution

2807.
792E
Colored Balls · Tutorial
Quality: 1,264 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Ronnie007's solution

2808.
607C
Marbles · Tutorial
Quality: 845 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
Ronnie007's solution

2809.
360C
Levko and Strings · Tutorial
Quality: 1,227 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2810.
23C
Oranges and Apples · Tutorial
Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Ronnie007's solution

2811.
95E
Lucky Country · Tutorial
Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

Ronnie007's solution

2812.
1174E
Ehab and the Expected GCD Problem · Tutorial
Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
Ronnie007's solution

2813.
613C
Necklace · Tutorial
Quality: 1,080 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

2814.
1097F
Alex and a TV Show · Tutorial
Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
Ronnie007's solution

2815.
1375E
Inversion SwapSort · Tutorial
Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Ronnie007's solution

2816.
594D
REQ · Tutorial
Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
Ronnie007's solution

2817.
757E
Bash Plays with Functions · Tutorial
Quality: 1,546 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
Ronnie007's solution

2818.
771D
Bear and Company · Tutorial
Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2819.
1301E
Nanosoft · Tutorial
Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
Ronnie007's solution

2820.
840C
On the Bench · Tutorial
Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2821.
706E
Working routine · Tutorial
Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Ronnie007's solution

2822.
468C
Hack it! · Tutorial
Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
Ronnie007's solution

2823.
840D
Destiny · Tutorial
Quality: 3,957 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
Ronnie007's solution

2824.
734F
Anton and School · Tutorial
Quality: 1,402 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
Ronnie007's solution

2825.
704B
Ant Man · Tutorial
Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
Ronnie007's solution

2826.
868F
Yet Another Minimization Problem · Tutorial
Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
Ronnie007's solution

2827.
1041F
Ray in the tube · Tutorial
Quality: 1,614 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math
Ronnie007's solution

2828.
543C
Remembering Strings · Tutorial
Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
Ronnie007's solution

2829.
348C
Subset Sums · Tutorial
Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
Ronnie007's solution

2830.
551E
GukiZ and GukiZiana · Tutorial
Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
Ronnie007's solution

2831.
508D
Tanya and Password · Tutorial
Quality: 4,231 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

2832.
55D
Beautiful numbers · Tutorial
Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
Ronnie007's solution

2833.
1368E
Ski Accidents · Tutorial
Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
Ronnie007's solution

2834.
1146F
Leaf Partition · Tutorial
Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
Ronnie007's solution

2835.
835F
Roads in the Kingdom · Tutorial
Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Ronnie007's solution

2836.
1280D
Miss Punyverse · Tutorial
Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
Ronnie007's solution

2837.
1361C
Johnny and Megan's Necklace · Tutorial
Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
Ronnie007's solution

2838.
1137C
Museums Tour · Tutorial
Quality: 1,320 global accepts · Rating: 2500 · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation
Ronnie007's solution

2839.
804D
Expected diameter of a tree · Tutorial
Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
Ronnie007's solution

2840.
1332F
Independent Set · Tutorial
Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
Ronnie007's solution

2841.
993D
Compute Power · Tutorial
Quality: 835 global accepts · Rating: 2500 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
Ronnie007's solution

2842.
986C
AND Graph · Tutorial
Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

Ronnie007's solution

2843.
981G
Magic multisets · Tutorial
Quality: 763 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

2844.
1327F
AND Segments · Tutorial
Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
Ronnie007's solution

2845.
1305F
Kuroni and the Punishment · Tutorial
Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
Ronnie007's solution

2846.
1325F
Ehab's Last Theorem · Tutorial
Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
Ronnie007's solution

2847.
1307E
Cow and Treats · Tutorial
Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
Ronnie007's solution

2848.
1284E
New Year and Castle Construction · Tutorial
Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
Ronnie007's solution

2849.
1218E
Product Tuples · Tutorial
Quality: 475 global accepts · Rating: 2500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft
Ronnie007's solution

2850.
555D
Case of a Top Secret · Tutorial
Quality: 931 global accepts · Rating: 2500 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
Ronnie007's solution

2851.
1239B
The World Is Just a Programming Task (Hard Version) · Tutorial
Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Ronnie007's solution

2852.
1209E2
Rotate Columns (hard version) · Tutorial
Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
Ronnie007's solution

2853.
1117G
Recursive Queries · Tutorial
Quality: 913 global accepts · Rating: 2500 · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
Ronnie007's solution

2854.
1188C
Array Beauty · Tutorial
Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
Ronnie007's solution

2855.
1043F
Make It One · Tutorial
Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
Ronnie007's solution

2856.
1037F
Maximum Reduction · Tutorial
Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-04 · GNU C++ (first AC) · Tags: combinatorics, data structures, math
Ronnie007's solution

2857.
911G
Mass Change Queries · Tutorial
Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-07-04 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

2858.
956D
Contact ATC · Tutorial
Rating: 2500 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

2859.
963D
Frequency of String · Tutorial
Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
Ronnie007's solution

2860.
805F
Expected diameter of a tree · Tutorial
Rating: 2500 · first AC: 2017-10-28 · last AC: 2017-10-28 · GNU C++11 (first AC) · Tags: graphs, probabilities, trees
Ronnie007's solution

2861.
739C
Alyona and towers · Tutorial
Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

2862.
484E
Sign on Fence · Tutorial
Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-11-12 · last AC: 2016-11-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures
Ronnie007's solution

2863.
449C
Jzzhu and Apples · Tutorial
Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

Ronnie007's solution

2864.
416E
President's Path · Tutorial
Quality: 1,798 global accepts · Rating: 2500 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
Ronnie007's solution

2865.
666C
Codeword · Tutorial
Quality: 913 global accepts · Rating: 2500 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: combinatorics, strings
Ronnie007's solution

2866.
370E
Summer Reading · Tutorial
Quality: 320 global accepts · Rating: 2500 · first AC: 2016-08-30 · GNU C++ (first AC) · Tags: dp, greedy
Ronnie007's solution

2867.
687D
Dividing Kingdom II · Tutorial
Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
Ronnie007's solution

2868.
580E
Kefa and Watch · Tutorial
Quality: 2,572 global accepts · Rating: 2500 · first AC: 2015-09-27 · GNU C++ (first AC) · Tags: data structures, hashing, strings
Ronnie007's solution

2869.
443E
Artem and Array · Tutorial
Rating: 2500 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: greedy
Ronnie007's solution

2870.
442C
Artem and Array · Tutorial
Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: data structures, greedy
Ronnie007's solution

2871.
383B
Volcanoes · Tutorial
Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers
Ronnie007's solution

2872.
384D
Volcanoes · Tutorial
Rating: 2500 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

2873.
2164F1
Chain Prefix Rank (Easy Version) · Tutorial
Quality: 650 global accepts · Rating: 2600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
Ronnie007's solution

2874.
2170F
Build XOR on a Segment · Tutorial
Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
Ronnie007's solution

2875.
2006D
Iris and Adjacent Products · Tutorial
Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
Ronnie007's solution

2876.
2002F1
Court Blue (Easy Version) · Tutorial
Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
Ronnie007's solution

2877.
1994G
Minecraft · Tutorial
Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
Ronnie007's solution

2878.
1975F
Set · Tutorial
Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
Ronnie007's solution

2879.
1896F
Bracket Xoring · Tutorial
Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Ronnie007's solution

2880.
1893D
Colorful Constructive · Tutorial
Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Ronnie007's solution

2881.
1889C2
Doremy's Drying Plan (Hard Version) · Tutorial
Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
Ronnie007's solution

2882.
1863F
Divide, XOR, and Conquer · Tutorial
Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
Ronnie007's solution

2883.
1848E
Vika and Stone Skipping · Tutorial
Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
Ronnie007's solution

2884.
1844F1
Min Cost Permutation (Easy Version) · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

2885.
1835C
Twin Clusters · Tutorial
Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
Ronnie007's solution

2886.
1827C
Palindrome Partition · Tutorial
Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
Ronnie007's solution

2887.
1778F
Maximizing Root · Tutorial
Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · last AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
Ronnie007's solution

2888.
1773D
Dominoes · Tutorial
Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
Ronnie007's solution

2889.
1773H
Hot and Cold · Tutorial
Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
Ronnie007's solution

2890.
1740F
Conditional Mix · Tutorial
Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2891.
1406E
Deleting Numbers · Tutorial
Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory
Ronnie007's solution

2892.
1400G
Mercenaries · Tutorial
Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
Ronnie007's solution

2893.
1398G
Running Competition · Tutorial
Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory
Ronnie007's solution

2894.
1373G
Pawns · Tutorial
Quality: 923 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy
Ronnie007's solution

2895.
1257G
Divisor Set · Tutorial
Quality: 736 global accepts · Rating: 2600 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
Ronnie007's solution

2896.
1326F1
Wise Men (Easy Version) · Tutorial
Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
Ronnie007's solution

2897.
1699E
Three Days Grace · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
Ronnie007's solution

2898.
1696F
Tree Recovery · Tutorial
Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
Ronnie007's solution

2899.
1685C
Bring Balance · Tutorial
Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Ronnie007's solution

2900.
1656F
Parametric MST · Tutorial
Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
Ronnie007's solution

2901.
1651E
Sum of Matchings · Tutorial
Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
Ronnie007's solution

2902.
1588D
Strange LCS · Tutorial
Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
Ronnie007's solution

2903.
1566F
Points Movement · Tutorial
Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy,

implementation, sortings
Ronnie007's solution

2904.
1558D
Top-Notch Insertions · Tutorial
Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
Ronnie007's solution

2905.
1554E
You · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
Ronnie007's solution

2906.
1240D
Stack Exterminable Arrays · Tutorial
Rating: 2600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
Ronnie007's solution

2907.
1530F
Bingo · Tutorial
Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
Ronnie007's solution

2908.
935F
Fafa and Array · Tutorial
Quality: 437 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
Ronnie007's solution

2909.
1081F
Tricky Interactor · Tutorial
Quality: 505 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
Ronnie007's solution

2910.
685D
Kay and Eternity · Tutorial
Quality: 517 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
Ronnie007's solution

2911.
1523E
Crypto Lights · Tutorial
Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Ronnie007's solution

2912.
1515F
Phoenix and Earthquake · Tutorial
Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
Ronnie007's solution

2913.
1495D
BFS Trees · Tutorial
Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

Ronnie007's solution

2914.
1493F
Enchanted Matrix · Tutorial
Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory
Ronnie007's solution

2915.
966D
Aztec Catacombs · Tutorial
Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
Ronnie007's solution

2916.
1067C
Knights · Tutorial
Quality: 714 global accepts · Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Ronnie007's solution

2917.
1261E
Not Same · Tutorial
Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

2918.
1439B
Graph Subset Problem · Tutorial
Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs
Ronnie007's solution

2919.
1178F2
Long Colorful Strip · Tutorial
Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2920.
843C
Upgrading Tree · Tutorial
Quality: 408 global accepts · Rating: 2600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
Ronnie007's solution

2921.
1466G
Song of the Sirens · Tutorial
Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
Ronnie007's solution

2922.
634E
Preorder Test · Tutorial
Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy
Ronnie007's solution

2923.
1469F
Power Sockets · Tutorial
Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
Ronnie007's solution

2924.
1437F
Emotional Fishermen · Tutorial
Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
Ronnie007's solution

2925.
1439C
Greedy Shopping · Tutorial
Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
Ronnie007's solution

2926.
1446D1
Frequency Problem (Easy Version) · Tutorial
Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Ronnie007's solution

2927.
1437G
Death DBMS · Tutorial
Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
Ronnie007's solution

2928.
1416D
Graph and Queries · Tutorial
Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
Ronnie007's solution

2929.
1394C
Boboniu and String · Tutorial
Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
Ronnie007's solution

2930.
761F
Dasha and Photos · Tutorial
Quality: 524 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
Ronnie007's solution

2931.
811E
Vladik and Entertaining Flags · Tutorial
Quality: 980 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
Ronnie007's solution

2932.
1312G
Autocompletion · Tutorial
Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
Ronnie007's solution

2933.
1140F
Extending Set of Points · Tutorial
Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
Ronnie007's solution

2934.
955D
Scissors · Tutorial
Quality: 578 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
Ronnie007's solution

2935.
955F
Heaps · Tutorial
Quality: 1,964 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
Ronnie007's solution

2936.
1391E
Pairs of Pairs · Tutorial
Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
Ronnie007's solution

2937.
1004F
Sonya and Bitwise OR · Tutorial
Quality: 928 global accepts · Rating: 2600 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer
Ronnie007's solution

2938.
442D
Adam and Tree · Tutorial
Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

2939.
813D
Two Melodies · Tutorial
Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows
Ronnie007's solution

2940.
1023F
Mobile Phone Network · Tutorial
Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
Ronnie007's solution

2941.
1158D
Winding polygonal line · Tutorial
Quality: 927 global accepts · Rating: 2600 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Ronnie007's solution

2942.
1389F
Bicolored Segments · Tutorial
Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
Ronnie007's solution

2943.
724G
Xor-matic Number of the Graph · Tutorial
Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
Ronnie007's solution

2944.
1091F
New Year and the Mallard Expedition · Tutorial
Quality: 892 global accepts · Rating: 2600 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Ronnie007's solution

2945.
1301F
Super Jaber · Tutorial
Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
Ronnie007's solution

2946.
1111D
Destroy the Colony · Tutorial
Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2947.
755F
PolandBall and Gifts · Tutorial
Quality: 1,863 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
Ronnie007's solution

2948.
700C
Break Up · Tutorial
Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
Ronnie007's solution

2949.
1208F
Bits And Pieces · Tutorial
Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
Ronnie007's solution

2950.
750E
New Year and Old Subsequence · Tutorial
Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
Ronnie007's solution

2951.
631E
Product Sum · Tutorial
Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
Ronnie007's solution

2952.
1110F
Nearest Leaf · Tutorial
Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

2953.
547D
Mike and Fish · Tutorial
Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

2954.
1375F
Integer Game · Tutorial
Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
Ronnie007's solution

2955.
1380G
Circular Dungeon · Tutorial
Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
Ronnie007's solution

2956.
1380F
Strange Addition · Tutorial
Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices
Ronnie007's solution

2957.
3D
Least Cost Bracket Sequence · Tutorial
Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Ronnie007's solution

2958.
741C
Arpa's overnight party and Mehrdad's silent entering · Tutorial
Quality: 3,118 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

2959.
1107F
Vasya and Endless Credits · Tutorial
Quality: 953 global accepts · Rating: 2600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
Ronnie007's solution

2960.
1368F
Lamps on a Circle · Tutorial
Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
Ronnie007's solution

2961.
607D
Power Tree · Tutorial
Quality: 643 global accepts · Rating: 2600 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

2962.
1264D1
Beautiful Bracket Sequence (easy version) · Tutorial
Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
Ronnie007's solution

2963.
1363F
Rotating Substrings · Tutorial
Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Ronnie007's solution

2964.
1344C
Quantifier Question · Tutorial
Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
Ronnie007's solution

2965.
1340D
Nastya and Time Machine · Tutorial
Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
Ronnie007's solution

2966.
1270F
Awesome Substrings · Tutorial
Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
Ronnie007's solution

2967.
1325E
Ehab's REAL Number Theory Problem · Tutorial
Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
Ronnie007's solution

2968.
1218C
Jumping Transformers · Tutorial
Quality: 218 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
Ronnie007's solution

2969.
1237F
Balanced Domino Placements · Tutorial
Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Ronnie007's solution

2970.
1209F
Koala and Notebook · Tutorial
Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
Ronnie007's solution

2971.
321E
Ciel and Gondolas · Tutorial
Quality: 6,273 global accepts · Rating: 2600 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp
Ronnie007's solution

2972.
650D
Zip-line · Tutorial
Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-11-11 · last AC: 2016-11-11 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing
Ronnie007's solution

2973.
536C
Tavas and Pashmaks · Tutorial
Rating: 2600 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: geometry, math
Ronnie007's solution

2974.
513E1
Subarray Cuts · Tutorial
Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: dp
Ronnie007's solution

2975.
2115C
Gellyfish and Eternal Violet · Tutorial
Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
Ronnie007's solution

2976.
2071F
Towering Arrays · Tutorial
Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
Ronnie007's solution

2977.
2056F1
Xor of Median (Easy Version) · Tutorial
Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
Ronnie007's solution

2978.
2049F
MEX OR Mania · Tutorial
Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation
Ronnie007's solution

2979.
2043F
Nim · Tutorial
Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
Ronnie007's solution

2980.
1995E1
Let Me Teach You a Lesson (Easy Version) · Tutorial
Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
Ronnie007's solution

2981.
1942F
Farmer John's Favorite Function · Tutorial
Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
Ronnie007's solution

2982.
1924D
Balanced Subsequences · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

2983.
1930F
Maximize the Difference · Tutorial
Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
Ronnie007's solution

2984.
1601D
Difficult Mountain · Tutorial
Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
Ronnie007's solution

2985.
1264E
Beautiful League · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
Ronnie007's solution

2986.
1567F
One-Four Overload · Tutorial
Quality: 880 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
Ronnie007's solution

2987.
1672H
Zigu Zagu · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Ronnie007's solution

2988.
1887D
Split · Tutorial
Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
Ronnie007's solution

2989.
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
Ronnie007's solution

2990.
1849F
XOR Partition · Tutorial
Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
Ronnie007's solution

2991.
1841F
Monocarp and a Strategic Game · Tutorial
Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
Ronnie007's solution

2992.
1814F
Communication Towers · Tutorial
Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu
Ronnie007's solution

2993.
1795G
Removal Sequences · Tutorial
Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
Ronnie007's solution

2994.
1658F
Juju and Binary String · Tutorial
Quality: 924 global accepts · Rating: 2700 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Ronnie007's solution

2995.
524F
And Yet Another Bracket Sequence · Tutorial
Quality: 594 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
Ronnie007's solution

2996.
1627F
Not Splitting · Tutorial
Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
Ronnie007's solution

2997.
1621F
Strange Instructions · Tutorial
Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
Ronnie007's solution

2998.
1617E
Christmas Chocolates · Tutorial
Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
Ronnie007's solution

2999.
1553G
Common Divisor Graph · Tutorial
Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
Ronnie007's solution

3000.
1292D
Chaotic V. · Tutorial
Quality: 971 global accepts · Rating: 2700 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
Ronnie007's solution

3001.
1295F
Good Contest · Tutorial
Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
Ronnie007's solution

3002.
1515G
Phoenix and Odometers · Tutorial
Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
Ronnie007's solution

3003.
464D
World of Darkraft - 2 · Tutorial
Quality: 758 global accepts · Rating: 2700 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
Ronnie007's solution

3004.
1451F
Nullify The Matrix · Tutorial
Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
Ronnie007's solution

3005.
356D
Bags and Coins · Tutorial
Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Ronnie007's solution

3006.
1364E
X-OR · Tutorial
Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
Ronnie007's solution

3007.
1148F
Foo Fighters · Tutorial
Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Ronnie007's solution

3008.
1491F
Magnets · Tutorial
Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
Ronnie007's solution

3009.
605E
Intergalaxy Trips · Tutorial
Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths
Ronnie007's solution

3010.
1464E
No Game No Life · Tutorial
Rating: 2700 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
Ronnie007's solution

3011.
1458C
Latin Square · Tutorial
Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
Ronnie007's solution

3012.
1149C
Tree Generator™ · Tutorial
Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
Ronnie007's solution

3013.
293E
Close Vertices · Tutorial
Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
Ronnie007's solution

3014.
1450E
Capitalism · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Ronnie007's solution

3015.
1270G
Subset with Zero Sum · Tutorial
Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
Ronnie007's solution

3016.
715C
Digit Tree · Tutorial
Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
Ronnie007's solution

3017.
13E
Holes · Tutorial
Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
Ronnie007's solution

3018.
1408G
Clusterization Counting · Tutorial
Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
Ronnie007's solution

3019.
1103C
Johnny Solving · Tutorial
Quality: 953 global accepts · Rating: 2700 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
Ronnie007's solution

3020.
1146G
Zoning Restrictions · Tutorial
Quality: 1,046 global accepts · Rating: 2700 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
Ronnie007's solution

3021.
1074F
DFS · Tutorial
Rating: 2700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

3022.
1379F1
Chess Strikes Back (easy version) · Tutorial
Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
Ronnie007's solution

3023.
1370F2
The Hidden Pair (Hard Version) · Tutorial
Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
Ronnie007's solution

3024.
1338D
Nested Rubber Bands · Tutorial
Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
Ronnie007's solution

3025.
1344D
Résumé Review · Tutorial
Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Ronnie007's solution

3026.
827D
Best Edge Weight · Tutorial
Quality: 1,371 global accepts · Rating: 2700 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
Ronnie007's solution

3027.
1109E
Sasha and a Very Easy Test · Tutorial
Quality: 599 global accepts · Rating: 2700 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
Ronnie007's solution

3028.
1260F
Colored Tree · Tutorial
Quality: 632 global accepts · Rating: 2700 · first AC: 2020-03-22 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

3029.
1254D
Tree Queries · Tutorial
Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
Ronnie007's solution

3030.
1220F
Gardener Alex · Tutorial
Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-26 · last AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
Ronnie007's solution

3031.
1229D
Wojtek and Card Tricks · Tutorial
Rating: 2700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math
Ronnie007's solution

3032.
1179D
Fedor Runs for President · Tutorial
Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-07-03 · last AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
Ronnie007's solution

3033.
1025F
Disjoint Triangles · Tutorial
Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-23 · GNU C++ (first AC) · Tags: geometry
Ronnie007's solution

3034.
1010E
Store · Tutorial
Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

3035.
1000G
Two-Paths · Tutorial
Quality: 715 global accepts · Rating: 2700 · first AC: 2018-06-28 · GNU C++ (first AC) · Tags: data structures, dp, trees
Ronnie007's solution

3036.
995F
Cowmpany Cowmpensation · Tutorial
Quality: 1,628 global accepts · Rating: 2700 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math, trees
Ronnie007's solution

3037.
713D
Animals and Puzzle · Tutorial
Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-14 · last AC: 2016-09-14 · GNU C++ (first AC) · Tags: binary search, data structures
Ronnie007's solution

3038.
2157G
Isaac's Queries · Tutorial
Quality: 411 global accepts · Rating: 2800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro…
Ronnie007's solution

3039.
2147F
Exchange Queries · Tutorial
Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy
Ronnie007's solution

3040.
2069F
Graph Inclusion · Tutorial
Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
Ronnie007's solution

3041.
2048G
Kevin and Matrices · Tutorial
Quality: 742 global accepts · Rating: 2800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
Ronnie007's solution

3042.
2034F2
Khayyam's Royal Decree (Hard Version) · Tutorial
Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
Ronnie007's solution

3043.
1967D
Long Way to be Non-decreasing · Tutorial
Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
Ronnie007's solution

3044.
1938L
XOR Operations · Tutorial
Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3045.
1874D
Jellyfish and Miku · Tutorial
Quality: 932 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
Ronnie007's solution

3046.
1672F2
Checker for Array Shuffling · Tutorial
Quality: 936 global accepts · Rating: 2800 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

3047.
1863G
Swaps · Tutorial
Quality: 827 global accepts · Rating: 2800 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Ronnie007's solution

3048.
1879F
Last Man Standing · Tutorial
Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
Ronnie007's solution

3049.
1852D
Miriany and Matchstick · Tutorial
Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
Ronnie007's solution

3050.
1842G
Tenzing and Random Operations · Tutorial
Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
Ronnie007's solution

3051.
1827D
Two Centroids · Tutorial
Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Ronnie007's solution

3052.
1819D
Misha and Apples · Tutorial
Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
Ronnie007's solution

3053.
1773G
Game of Questions · Tutorial
Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
Ronnie007's solution

3054.
1685D1
Permutation Weight (Easy Version) · Tutorial
Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
Ronnie007's solution

3055.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
Ronnie007's solution

3056.
1635F
Closest Pair · Tutorial
Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
Ronnie007's solution

3057.
1615F
LEGOndary Grandmaster · Tutorial
Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

3058.
1626F
A Random Code Problem · Tutorial
Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
Ronnie007's solution

3059.
1625E2
Cats on the Upgrade (hard version) · Tutorial
Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
Ronnie007's solution

3060.
1620F
Bipartite Array · Tutorial
Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ronnie007's solution

3061.
1608E
The Cells on the Paper · Tutorial
Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
Ronnie007's solution

3062.
1609F
Interesting Sections · Tutorial
Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
Ronnie007's solution

3063.
1545C
AquaMoon and Permutations · Tutorial
Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
Ronnie007's solution

3064.
685E
Travelling Through the Snow Queen's Kingdom · Tutorial
Quality: 611 global accepts · Rating: 2800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
Ronnie007's solution

3065.
1142D
Foreigner · Tutorial
Quality: 618 global accepts · Rating: 2800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
Ronnie007's solution

3066.
1279F
New Year and Handle Change · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
Ronnie007's solution

3067.
908G
New Year and Original Order · Tutorial
Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
Ronnie007's solution

3068.
559D
Randomizer · Tutorial
Quality: 475 global accepts · Rating: 2800 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities
Ronnie007's solution

3069.
1033E
Hidden Bipartite Graph · Tutorial
Quality: 789 global accepts · Rating: 2800 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
Ronnie007's solution

3070.
1491G
Switch and Flip · Tutorial
Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
Ronnie007's solution

3071.
1214H
Tiles Placement · Tutorial
Quality: 461 global accepts · Rating: 2800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
Ronnie007's solution

3072.
1477D
Nezzar and Hidden Permutations · Tutorial
Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

3073.
1383D
Rearrange · Tutorial
Quality: 762 global accepts · Rating: 2800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
Ronnie007's solution

3074.
833D
Red-Black Cobweb · Tutorial
Quality: 486 global accepts · Rating: 2800 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees
Ronnie007's solution

3075.
794E
Choosing Carrot · Tutorial
Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math
Ronnie007's solution

3076.
613D
Kingdom and its Cities · Tutorial
Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
Ronnie007's solution

3077.
601E
A Museum Robbery · Tutorial
Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Ronnie007's solution

3078.
1098D
Eels · Tutorial
Quality: 882 global accepts · Rating: 2800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

3079.
1394D
Boboniu and Jianghu · Tutorial
Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
Ronnie007's solution

3080.
1375G
Tree Modification · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
Ronnie007's solution

3081.
1442D
Sum · Tutorial
Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
Ronnie007's solution

3082.
1436F
Sum Over Subsets · Tutorial
Quality: 624 global accepts · Rating: 2800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
Ronnie007's solution

3083.
1434D
Roads and Ramen · Tutorial
Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

3084.
1404E
Bricks · Tutorial
Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
Ronnie007's solution

3085.
1404D
Game of Pairs · Tutorial
Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
Ronnie007's solution

3086.
1067E
Random Forest Rank · Tutorial
Quality: 552 global accepts · Rating: 2800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
Ronnie007's solution

3087.
1383E
Strange Operation · Tutorial
Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
Ronnie007's solution

3088.
1371F
Raging Thunder · Tutorial
Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation
Ronnie007's solution

3089.
516D
Drazil and Morning Exercise · Tutorial
Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
Ronnie007's solution

3090.
1365G
Secure Password · Tutorial
Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
Ronnie007's solution

3091.
986E
Prince's Problem · Tutorial
Quality: 898 global accepts · Rating: 2800 · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
Ronnie007's solution

3092.
983E
NN country · Tutorial
Quality: 1,199 global accepts · Rating: 2800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
Ronnie007's solution

3093.
776F
Sherlock's bet to Moriarty · Tutorial
Quality: 511 global accepts · Rating: 2800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
Ronnie007's solution

3094.
1286C2
Madhouse (Hard version) · Tutorial
Quality: 745 global accepts · Rating: 2800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
Ronnie007's solution

3095.
1322D
Reality Show · Tutorial
Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
Ronnie007's solution

3096.
1039D
You Are Given a Tree · Tutorial
Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
Ronnie007's solution

3097.
757F
Team Rocket Rises Again · Tutorial
Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
Ronnie007's solution

3098.
187D
BRT Contract · Tutorial
Quality: 583 global accepts · Rating: 2800 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: data structures
Ronnie007's solution

3099.
671C
Ultimate Weirdness of an Array · Tutorial
Quality: 780 global accepts · Rating: 2800 · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: data structures, number theory
Ronnie007's solution

3100.
2207F
Hanabi · Tutorial
Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
Ronnie007's solution

3101.
2164F2
Chain Prefix Rank (Hard Version) · Tutorial
Quality: 423 global accepts · Rating: 2900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees
Ronnie007's solution

3102.
2084F
Skyscape · Tutorial
Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
Ronnie007's solution

3103.
2066D2
Club of Young Aircraft Builders (hard version) · Tutorial
Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
Ronnie007's solution

3104.
2062F
Traveling Salescat · Tutorial
Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
Ronnie007's solution

3105.
1601E
Phys Ed Online · Tutorial
Quality: 598 global accepts · Rating: 2900 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

3106.
1847E
Triangle Platinum? · Tutorial
Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities
Ronnie007's solution

3107.
1835D
Doctor's Brown Hypothesis · Tutorial
Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
Ronnie007's solution

3108.
1773J
Jumbled Trees · Tutorial
Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Ronnie007's solution

3109.
1687D
Cute number · Tutorial
Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
Ronnie007's solution

3110.
1654G
Snowy Mountain · Tutorial
Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
Ronnie007's solution

3111.
1580D
Subsequence · Tutorial
Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
Ronnie007's solution

3112.
1553H
XOR and Distance · Tutorial
Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees
Ronnie007's solution

3113.
1500D
Tiles for Bathroom · Tutorial
Quality: 587 global accepts · Rating: 2900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
Ronnie007's solution

3114.
1392G
Omkar and Pies · Tutorial
Quality: 680 global accepts · Rating: 2900 · first AC: 2021-07-13 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
Ronnie007's solution

3115.
763E
Timofey and our friends animals · Tutorial
Quality: 552 global accepts · Rating: 2900 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu
Ronnie007's solution

3116.
763D
Timofey and a flat tree · Tutorial
Quality: 646 global accepts · Rating: 2900 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
Ronnie007's solution

3117.
1146H
Satanic Panic · Tutorial
Quality: 680 global accepts · Rating: 2900 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
Ronnie007's solution

3118.
1456D
Cakes for Clones · Tutorial
Rating: 2900 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ronnie007's solution

3119.
1444D
Rectangular Polyline · Tutorial
Quality: 644 global accepts · Rating: 2900 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry
Ronnie007's solution

3120.
1479D
Odd Mineral Resource · Tutorial
Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
Ronnie007's solution

3121.
1083C
Max Mex · Tutorial
Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Ronnie007's solution

3122.
1055F
Tree and XOR · Tutorial
Quality: 605 global accepts · Rating: 2900 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees
Ronnie007's solution

3123.
587E
Duff as a Queen · Tutorial
Quality: 847 global accepts · Rating: 2900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

3124.
1372E
Omkar and Last Floor · Tutorial

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
Ronnie007's solution

3125.
1028H
Make Square · Tutorial
Quality: 564 global accepts · Rating: 2900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math
Ronnie007's solution

3126.
1028F
Make Symmetrical · Tutorial
Quality: 581 global accepts · Rating: 2900 · first AC: 2020-06-27 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Ronnie007's solution

3127.
1276D
Tree Elimination · Tutorial
Quality: 672 global accepts · Rating: 2900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
Ronnie007's solution

3128.
809D
Hitchhiking in the Baltic States · Tutorial
Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-03-17 · last AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Ronnie007's solution

3129.
1218H
Function Composition · Tutorial
Quality: 157 global accepts · Rating: 2900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
Ronnie007's solution

3130.
997D
Cycles in product · Tutorial
Quality: 517 global accepts · Rating: 2900 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees
Ronnie007's solution

3131.
1129D
Isolation · Tutorial
Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
Ronnie007's solution

3132.
671D
Roads in Yusland · Tutorial
Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-12-06 · GNU C++ (first AC) · Tags: data structures, dp, greedy
Ronnie007's solution

3133.
741D
Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths · Tutorial
Quality: 3,612 global accepts · Rating: 2900 · first AC: 2016-12-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
Ronnie007's solution

3134.
364D
Ghd · Tutorial
Quality: 2,508 global accepts · Rating: 2900 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: brute force, math, probabilities
Ronnie007's solution

3135.
2161F
SubMST · Tutorial

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
Ronnie007's solution

3136.
2062E2
The Game (Hard Version) · Tutorial
Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
Ronnie007's solution

3137.
2057G
Secret Message · Tutorial
Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
Ronnie007's solution

3138.
1989F
Simultaneous Coloring · Tutorial
Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs
Ronnie007's solution

3139.
1938B
Attraction Score · Tutorial
Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3140.
1603D
Artistic Partition · Tutorial
Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory
Ronnie007's solution

3141.
1586G
Omkar and Time Travel · Tutorial
Rating: 3000 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Ronnie007's solution

3142.
1889D
Game of Stacks · Tutorial
Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
Ronnie007's solution

3143.
1844G
Tree Weights · Tutorial
Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre…
Ronnie007's solution

3144.
1787G
Colorful Tree Again · Tutorial
Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees
Ronnie007's solution

3145.
1446D2
Frequency Problem (Hard Version) · Tutorial
Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

Ronnie007's solution

3146.
1707D
Partial Virtual Trees · Tutorial
Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
Ronnie007's solution

3147.
1290D
Coffee Varieties (hard version) · Tutorial
Quality: 948 global accepts · Rating: 3000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive
Ronnie007's solution

3148.
1267G
Game Relics · Tutorial
Quality: 826 global accepts · Rating: 3000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
Ronnie007's solution

3149.
1250D
Conference Problem · Tutorial
Quality: 216 global accepts · Rating: 3000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp
Ronnie007's solution

3150.
559E
Gerald and Path · Tutorial
Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
Ronnie007's solution

3151.
1637G
Birthday · Tutorial
Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
Ronnie007's solution

3152.
1610F
Mashtali: a Space Oddysey · Tutorial
Quality: 707 global accepts · Rating: 3000 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
Ronnie007's solution

3153.
1609G
A Stroll Around the Matrix · Tutorial
Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
Ronnie007's solution

3154.
1076G
Array Game · Tutorial
Quality: 722 global accepts · Rating: 3000 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
Ronnie007's solution

3155.
1552G
A Serious Referee · Tutorial
Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
Ronnie007's solution

3156.
936D
World of Tank · Tutorial
Quality: 396 global accepts · Rating: 3000 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Ronnie007's solution

3157.
1442E
Black, White and Grey Tree · Tutorial
Quality: 789 global accepts · Rating: 3000 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
Ronnie007's solution

3158.
1534F2
Falling Sand (Hard Version) · Tutorial
Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
Ronnie007's solution

3159.
914F
Substrings in a String · Tutorial
Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
Ronnie007's solution

3160.
618F
Double Knapsack · Tutorial
Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
Ronnie007's solution

3161.
1019C
Sergey's problem · Tutorial
Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
Ronnie007's solution

3162.
526F
Pudding Monsters · Tutorial
Quality: 3,410 global accepts · Rating: 3000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
Ronnie007's solution

3163.
739E
Gosha is hunting · Tutorial
Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
Ronnie007's solution

3164.
1149D
Abandoning Roads · Tutorial
Quality: 967 global accepts · Rating: 3000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
Ronnie007's solution

3165.
2096F
Wonderful Impostors · Tutorial
Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
Ronnie007's solution

3166.
2089C2
Key of Like (Hard Version) · Tutorial
Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
Ronnie007's solution

3167.
2048H
Kevin and Strange Operation · Tutorial
Quality: 248 global accepts · Rating: 3100 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
Ronnie007's solution

3168.
2046D
For the Emperor! · Tutorial
Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
Ronnie007's solution

3169.
1930G
Prefix Max Set Counting · Tutorial
Quality: 495 global accepts · Rating: 3100 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
Ronnie007's solution

3170.
1508E
Tree Calendar · Tutorial
Quality: 392 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
Ronnie007's solution

3171.
1912F
Fugitive Frenzy · Tutorial
Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
Ronnie007's solution

3172.
1329D
Dreamoon Likes Strings · Tutorial
Quality: 536 global accepts · Rating: 3100 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
Ronnie007's solution

3173.
1261F
Xor-Set · Tutorial
Quality: 442 global accepts · Rating: 3100 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math
Ronnie007's solution

3174.
891D
Sloth · Tutorial
Quality: 236 global accepts · Rating: 3100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees
Ronnie007's solution

3175.
1476G
Minimum Difference · Tutorial
Quality: 740 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers
Ronnie007's solution

3176.
587D
Duff in Mafia · Tutorial

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search
Ronnie007's solution

3177.
1481F
AB Tree · Tutorial
Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
Ronnie007's solution

3178.
1458D
Flip and Reverse · Tutorial
Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
Ronnie007's solution

3179.
1463F
Max Correct Set · Tutorial
Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
Ronnie007's solution

3180.
765F
Souvenirs · Tutorial
Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

3181.
1286D
LCC · Tutorial
Quality: 728 global accepts · Rating: 3100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities
Ronnie007's solution

3182.
2096G
Wonderful Guessing Game · Tutorial
Quality: 422 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive
Ronnie007's solution

3183.
1240E
Wooden Raft · Tutorial
Rating: 3200 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Ronnie007's solution

3184.
1214G
Feeling Good · Tutorial
Quality: 330 global accepts · Rating: 3200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures
Ronnie007's solution

3185.
1656G
Cycle Palindrome · Tutorial
Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
Ronnie007's solution

3186.
1656H
Equal LCM Subsets · Tutorial
Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
Ronnie007's solution

3187.
1286E
Fedya the Potter Strikes Back · Tutorial
Quality: 665 global accepts · Rating: 3200 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
Ronnie007's solution

3188.
1209G2
Into Blocks (hard version) · Tutorial
Quality: 528 global accepts · Rating: 3200 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
Ronnie007's solution

3189.
1621G
Weighted Increasing Subsequences · Tutorial
Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
Ronnie007's solution

3190.
1523G
Try Booking · Tutorial
Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
Ronnie007's solution

3191.
1495E
Qingshan and Daniel · Tutorial
Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
Ronnie007's solution

3192.
1470E
Strange Permutation · Tutorial
Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
Ronnie007's solution

3193.
2066E
Tropical Season · Tutorial
Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation
Ronnie007's solution

3194.
2018E1
Complex Segments (Easy Version) · Tutorial
Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
Ronnie007's solution

3195.
1938D
Bánh Bò · Tutorial
Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3196.
1610G
AmShZ Wins a Bet · Tutorial
Quality: 654 global accepts · Rating: 3300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing
Ronnie007's solution

3197.
1586H
Omkar and Tours · Tutorial
Rating: 3300 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees
Ronnie007's solution

3198.
1876E
Ball-Stackable · Tutorial
Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees
Ronnie007's solution

3199.
1284G
Seollal · Tutorial
Quality: 228 global accepts · Rating: 3300 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs
Ronnie007's solution

3200.
1740H
MEX Tree Manipulation · Tutorial
Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
Ronnie007's solution

3201.
1307F
Cow and Vacation · Tutorial
Quality: 675 global accepts · Rating: 3300 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees
Ronnie007's solution

3202.
1396D
Rainbow Rectangles · Tutorial
Quality: 343 global accepts · Rating: 3300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
Ronnie007's solution

3203.
1270H
Number of Components · Tutorial
Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Ronnie007's solution

3204.
1408H
Rainbow Triples · Tutorial
Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy
Ronnie007's solution

3205.
1938M
Zig-zag · Tutorial
Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3206.
2219D
MEX Replacement on Tree · Tutorial
Quality: 429 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
Ronnie007's solution

3207.
2219C
Coloring a Red Black Tree · Tutorial

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
Ronnie007's solution

3208.
2219B2
Unique Values (Hard version) · Tutorial
Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
Ronnie007's solution

3209.
2219B1
Unique Values (Easy version) · Tutorial
Quality: 3,604 global accepts · Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
Ronnie007's solution

3210.
2219A
Grid L · Tutorial
Quality: 8,995 global accepts · Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Ronnie007's solution

3211.
101208E
Harvard · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3212.
101208J
Pollution Solution · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3213.
101208C
Surely You Congest · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3214.
101208A
Self-Assembly · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3215.
101208H
Matryoshka · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3216.
101208D
Factors · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3217.
101208I
Pirate Chest · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3218.
101208F
Low Power · Tutorial
Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3219.
104871J
Jumbled Stacks · Tutorial
Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3220.
104871D
Drying Laundry · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3221.
104871G
Going to the Moon · Tutorial
Rating: — · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3222.
104871K
Keys · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3223.
104871C
Cakes · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3224.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3225.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3226.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3227.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Ronnie007's solution

3228.
102966I
Integers Rectangle Challenge · Tutorial
Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3229.
102966F
Fitness Baker · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3230.
102966J
Just Turn the Wheels! · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3231.
102966B
Baking Lucky Cakes · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3232.
102966D
Determine the Winner Marshaland · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3233.
102966E
Enterprise Recognition Program · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3234.
102966A
Atsa's Checkers Board · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3235.
102966H
Hamsters Training · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3236.
102966C
CLETS Patrols · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3237.
102966G
Goombas Colliding · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3238.
102966K
Kitchen Waste · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3239.
102966L
Lets Count Factors · Tutorial
Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3240.
101086K
Betrayed · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3241.
101086B
Brother Louie · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3242.
101086C
Everything · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3243.
101086J
Smooth Developer · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3244.
101086D
Secure but True · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3245.
101086F
Hey JUDgE · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3246.
101086M
ACPC Headquarters : AASTMT (Stairway to Heaven) · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3247.
101086G
Paradise City · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3248.
101086L
Chance · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3249.
101086A
My Friend of Misery · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3250.
101086H
Another Square in the Floor · Tutorial
Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3251.
101498L
The Shortest Path · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3252.
101498K
Two Subarrays · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3253.
101498F
Cooking Time · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3254.
101498J
Spilt the String · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3255.
101498G
Super Subarray · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3256.
101498H
Palindrome Number · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3257.
101498D
Counting Paths · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3258.
101498I
Rock Piles · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3259.
101498B
Longest Prefix · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3260.
101498E
Car Factory · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3261.
101498C
Lunch Break · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3262.
101498A
Watching TV · Tutorial
Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3263.
101221A
Baggage · Tutorial
Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3264.
101221G
Metal Processing Plant · Tutorial
Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3265.
101221I
Sensor Network · Tutorial
Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3266.
101221D
Game Strategy · Tutorial
Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3267.
101221K
Surveillance · Tutorial
Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3268.
104555D
Detour · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3269.
104555K
K for More, K for Less · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3270.
104555H
Honest Worker · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3271.
104555G
Great Treaty of Byteland · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3272.
104555E
Extracting Pollen · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3273.
104555C
Challenging Hike · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3274.
104555M
Maximizing Flight Efficiency · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3275.
104555B
Best Fair Shuffles · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3276.
104555F
Fatigue-Fighting Vacation · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3277.
104555L
Lexicographical Challenge · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3278.
104555I
Investigating Zeroes and Ones · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3279.
104555A
Amusement Park Adventure · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3280.
104596J
Taxed Editor · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3281.
104596B
Bio Trip · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3282.
104596C
Cheese, If You Please · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3283.
104596K
Where Have You Bin? · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3284.
104596H
Remainder Reminder · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3285.
104596G
Out of Sorts · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3286.
104596E
Just Passing Through · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3287.
104596F
Musical Chairs · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3288.
104596A
Retribution! · Tutorial
Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3289.
104587K
Weighty Tomes · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3290.
104587J
Simply Sudoku · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3291.
104587B
Kinky Word Searches · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3292.
104587H
Restroom Monitor · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3293.
104587G
A Rank Problem · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3294.
104587E
Over the Hill, Part 1 · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3295.
104587C
Math Trade · Tutorial
Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3296.
104619H
Heap Structure · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3297.
104619E
Exponentiation · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3298.
104619C
Cutting into Monotone Increasing Sequence · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3299.
104619B
Better Chance · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3300.
104619L
Location, Location, Location · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3301.
104619A
Advance to Taoyuan Regional · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3302.
104619K
Kick · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3303.
104619J
Java Warriors · Tutorial
Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3304.
104603I
Regional Integration · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3305.
104603G
Great Heights · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3306.
104603H
Robotic Skills · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3307.
104603E
Finding progressions · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3308.
104603N
Lucky Number · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3309.
104603M
Multiple Downloads · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3310.
104603D
Assigning problems · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3311.
104603F
Cold day at the beach · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3312.
104603A
Alfajores · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3313.
104603B
Black and white · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3314.
104603C
Chromatic · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3315.
104603L
Game series · Tutorial
Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3316.
104053A
Alice and Her Lost Cat · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3317.
104053D
Digits · Tutorial
Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3318.
104053I
Infection · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3319.
104053C
Customs Controls 2 · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3320.
104053M
XOR Sum · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3321.
104053J
Math Exam · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3322.
104053E
Elevator · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3323.
104053H
GameX · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3324.
104053L
Station of Fate · Tutorial
Rating: — · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3325.
104114B
Birthday Cake · Tutorial
Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3326.
104114I
Inadequate Operation · Tutorial
Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3327.
104114C
COVID · Tutorial
Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3328.
104114G
Gears · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3329.
104114E
Exercise · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3330.
104114H
Hanoi · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3331.
104114F
Fortune over Sportsmanship · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3332.
104114N
Nusret Gökçe · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3333.
104114A
AppendAppendAppend · Tutorial
Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3334.
103371B
Cilantro · Tutorial
Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3335.
103371G
Lamb's Respite · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3336.
103371E
Goose Coins · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3337.
103371A
Automatic Sprayer 2 · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3338.
103371C
Equivalent Pipelines · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3339.
103371K
Three Competitions · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3340.
103371J
Periodic Ruler · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3341.
103371H
Or Machine · Tutorial
Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3342.
101471B
Get a Clue! · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3343.
101471L
Visual Python++ · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3344.
101471G
Replicate Replicate Rfplicbte · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3345.
101471C
Mission Improbable · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3346.
101471K
Tarot Sham Boast · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3347.
101471D
Money for Nothing · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3348.
101471F
Posterize · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3349.
101471I
Secret Chamber at Mount Rushmore · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3350.
101471E
Need for Speed · Tutorial
Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3351.
101242K
String Theory · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3352.
101242B
Branch Assignment · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3353.
101242G
Oil · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3354.
101242A
Balanced Diet · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3355.
101242D
Clock Breaking · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3356.
101242E
Forever Young · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3357.
101242F
Longest Rivers · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3358.
101242C
Ceiling Function · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3359.
101242L
Swap Space · Tutorial
Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3360.
101239M
Window Manager · Tutorial
Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3361.
101239I
Ship Traffic · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3362.
101239H
Qanat · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3363.
101239D
Cutting Cheese · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3364.
101239E
Evolution in Parallel · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3365.
101239K
Tours · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3366.
101239C
Catering · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3367.
101239J
Tile Cutting · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3368.
101239F
Keyboarding · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3369.
101239L
Weather Report · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3370.
101239A
Amalgamated Artichokes · Tutorial
Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3371.
103466H
Prince and Princess · Tutorial
Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3372.
103466K
Triangle · Tutorial
Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3373.
103466C
Digital Path · Tutorial
Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3374.
103466A
A Hard Problem · Tutorial
Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3375.
103470G
Paimon's Tree · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3376.
103470D
Paimon Sorting · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3377.
103470I
Cloud Retainer's Game · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3378.
103470E
Paimon Segment Tree · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3379.
103470H
Crystalfly · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3380.
103470J
Xingqiu's Joke · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3381.
103470C
Klee in Solitary Confinement · Tutorial
Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3382.
103470A
Oops, It's Yesterday Twice More · Tutorial
Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3383.
103470M
Windblume Festival · Tutorial
Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3384.
103438H
Colourful Permutation Sorting · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3385.
103438M
Counting Phenomenal Arrays · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3386.
103438B
New Queries On Segment Deluxe · Tutorial
Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3387.
103438I
Flood Fill · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3388.
103438E
Replace Sort · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3389.
103438F
to Pay Respects · Tutorial
Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3390.
103438L
Jason ABC · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3391.
103438C
Werewolves · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3392.
103438K
Amazing Tree · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3393.
103438J
ABC Legacy · Tutorial
Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3394.
103438G
Max Pair Matching · Tutorial
Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3395.
103438A
King of String Comparison · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3396.
103438N
A-series · Tutorial
Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3397.
102460M
DivModulo · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3398.
102460I
The Spectrum · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3399.
102460A
Rush Hour Puzzle · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3400.
102460E
The League of Sequence Designers · Tutorial
Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3401.
102460B
The Power Monitor System · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3402.
102460H
Mining a · Tutorial
Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
Ronnie007's solution

3403.
102460K
Length of Bundle Rope · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3404.
102460J
Automatic Control Machine · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3405.
102460D
Tapioka · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3406.
102460C
Are They All Integers? · Tutorial
Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3407.
103185A
Almost Origami · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3408.
103185G
Game of Slots · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3409.
103185J
Job Allocator · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3410.
103185H
Halting Wolf · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3411.
103185F
Fascinating Partitions · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3412.
103185B
Beautiful Mountains · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3413.
103185K
Keylogger · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3414.
103185M
May I Add a Letter? · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3415.
103185L
Lola's Schedule · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3416.
103185C
Crisis at the Wedding · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3417.
103185E
Excellent Views · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3418.
103185N
Non-Integer Donuts · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3419.
103185D
Dividing Candy · Tutorial
Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3420.
103081J
Daisy's Mazes · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3421.
103081L
Restaurants · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3422.
103081H
Figurines · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3423.
103081G
Decoration · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3424.
103081I
Emails · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3425.
103081D
Jogging · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3426.
103081C
Safe Distance · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3427.
103081F
Mentors · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3428.
103081K
Unique Activities · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3429.
103081A
Gratitude · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3430.
103081E
Cakes · Tutorial
Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3431.
103202J
Descent of Dragons · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3432.
103202C
Mean Streets of Gadgetzan · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3433.
103202I
Rise of Shadows · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3434.
103202D
Journey to Un'Goro · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3435.
103202M
United in Stormwind · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3436.
103202K
Scholomance Academy · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3437.
103202H
The Boomsday Project · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3438.
103202F
Kobolds and Catacombs · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3439.
103202G
The Witchwood · Tutorial
Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3440.
103102H
AND = OR · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3441.
103102A
Archeologists · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3442.
103102I
Modulo Permutations · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3443.
103102F
Fence Job · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3444.
103102L
Neo-Robin Hood · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3445.
103102M
Mistake · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3446.
103102E
Divisible by 3 · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3447.
103102B
Reverse Game · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3448.
102896G
Geometrical Combinatorics · Tutorial
Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3449.
102896B
Brain-teaser · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3450.
102896J
Jumping Cat · Tutorial
Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3451.
102896D
Down We Dig · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3452.
102896C
Color the Tree · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3453.
102896L
Lookup Performance · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3454.
102896A
Almost Balanced Tree · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3455.
102896E
Easy Measurements · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3456.
102896M
Miser · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3457.
102896K
Kate's 2021 Celebration · Tutorial
Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3458.
102483F
Fastest Speedrun · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3459.
102483E
Equality Control · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3460.
102483A
Access Points · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3461.
102483D
Date Pickup · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3462.
102483G
Game Design · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3463.
102483C
Circuit Board Design · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3464.
102483J
Jinxed Betting · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3465.
102483B
Brexit Negotiations · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3466.
102483K
Kleptography · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3467.
102483H
Hard Drive · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3468.
102483I
Inflation · Tutorial
Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3469.
102500D
Disposable Switches · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3470.
102500J
Jackdaws And Crows · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3471.
102500H
Height Profile · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3472.
102500G
Gnoll Hypothesis · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3473.
102500B
Balanced Cut · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3474.
102500A
Average Rank · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3475.
102500C
Canvas Line · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3476.
102500E
Expeditious Cubing · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3477.
102500F
Firetrucks Are Red · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
Ronnie007's solution

3478.
102500I
Inverted Deck · Tutorial
Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3479.
101190B
Binary Code · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3480.
101190G
Game on Graph · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3481.
101190D
Delight for a Cat · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3482.
101190J
Jenga Boom · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3483.
101190E
Expect to Wait · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3484.
101190A
Abbreviation · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3485.
101190H
Hard Refactoring · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3486.
101190F
Foreign Postcards · Tutorial
Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3487.
102392K
Stranded Robot · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3488.
102392A
Max or Min · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3489.
102392F
Game on a Tree · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3490.
102392E
Life Transfer · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3491.
102392C
Find the Array · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3492.
102392B
Level Up · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3493.
102392G
Projection · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3494.
102392J
Graph and Cycles · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3495.
102392I
Absolute Game · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3496.
102392D
Cycle String? · Tutorial
Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3497.
102156I
Slippers · Tutorial
Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3498.
102156J
The Good, the Bad and the Ugly · Tutorial
Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3499.
102156C
Diverse Singing · Tutorial
Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3500.
102156A
Takeover · Tutorial
Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3501.
102156H
Jeopardy · Tutorial
Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3502.
102201I
Increasing Sequence · Tutorial
Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3503.
102201H
Hard To Explain · Tutorial
Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —
Ronnie007's solution

3504.
102201J
Jealous Teachers · Tutorial
Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3505.
102201F
Fruit Tree · Tutorial
Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3506.
102201A
A Plus Equals B · Tutorial
Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3507.
101736H
Hiking · Tutorial
Rating: — · first AC: 2018-07-04 · Python 2 (first AC) · Tags: —
Ronnie007's solution

3508.
101736B
Badminton · Tutorial
Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3509.
101736I
LASER SHIELDs · Tutorial
Rating: — · first AC: 2018-07-04 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3510.
101736E
Easy · Tutorial
Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3511.
101736A
Amazing Chef Masters · Tutorial
Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Ronnie007's solution

3512.
392D
Three Arrays · Tutorial
Quality: 235 global accepts · Rating: — · first AC: 2018-02-10 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

3513.
101365E
Hippopotamus · Tutorial
Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

3514.
396C
On Changing Tree · Tutorial
Quality: 1,806 global accepts · Rating: — · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: data structures, graphs, trees
Ronnie007's solution

3515.
100222A
Addictions · Tutorial
Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

3516.
100222J
Truth · Tutorial
Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

3517.
100222G
Refrain · Tutorial
Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —
Ronnie007's solution

3518.
392A
Blocked Points · Tutorial
Quality: 1,009 global accepts · Rating: — · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: math
Ronnie007's solution

3519.
100738B
Board with lights and switches · Tutorial
Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3520.
100738A
Fitting boxes · Tutorial
Rating: — · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3521.
100523C
Will It Stop? · Tutorial
Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3522.
100513E
Election of a Mayor · Tutorial
Rating: — · first AC: 2014-10-26 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3523.
100513G
FacePalm Accounting · Tutorial
Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3524.
100513M
Variable Shadowing · Tutorial
Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3525.
100513D
Data Center · Tutorial
Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3526.
100513F
Ilya Muromets · Tutorial
Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3527.
100513I
Sale in GameStore · Tutorial
Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —
Ronnie007's solution

3528.
100482I
Searching · Tutorial
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3540.
100484L
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Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —
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3541.
100484A
Divisibility · Tutorial
Rating: — · first AC: 2014-09-15 · GNU C++ (first AC) · Tags: —
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3542.
390C
Inna and Candy Boxes · Tutorial
Quality: 700 global accepts · Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: data structures
Ronnie007's solution

3543.
390B
Inna, Dima and Song · Tutorial
Quality: 1,257 global accepts · Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

3544.
390A
Inna and Alarm Clock · Tutorial
Quality: 3,752 global accepts · Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: implementation
Ronnie007's solution

3545.
396A
On Number of Decompositions into Multipliers · Tutorial
Quality: 1,632 global accepts · Rating: — · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
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3546.
399B
Red and Blue Balls · Tutorial
Quality: 1,883 global accepts · Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —
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3547.
399A
Pages · Tutorial
Quality: 4,232 global accepts · Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: implementation
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3548.
100247L
For the Honest Election · Tutorial
Rating: — · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: —
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3549.
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3550.
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